Eastern & Western Skyrim Gazetteer

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The frigid homeland of the Nords, Skyrim has been sundered in two in the wake of the Three Banners War and the rise of the Dark Anchors. Eastern Skyrim is ruled by Jorunn the Skald-King and has joined the Ebonheart Pact, while Western Skyrim stands alone, fending off Reachfolk to the south and fighting off vampires from the corridors of Blackreach below Skyrim's surface. Recently, a new problem has faced both halves of the region: a series of unprovoked, mysterious attacks on Skyrim settlements, led by an army that appears to be made up of creatures from within Blackreach. Vampires, hagravens, and other ominous beings – even the fabled "snow ghost" creatures known as Falmer – have participated in these brief sieges, but to what end, no one is sure.

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OVERLAND MECHANICS

Skyrim has been suffering from a series of mysterious raids on surface settlements by armies that seem to originate from Blackreach, the hostile, dangerous caverns that stretch beneath the province. There are 2 overland maps for this province, Eastern Skyrim and Western Skyrim. Each session will use only 1 of these maps, with your guild quest's first step indicating which to use. At the start of the session, place a token next to the Under Siege key on the overland map. When triggering the Activate Province Effect step, move the token to the overland icon that matches the drawn icon. This indicates which towns in Skyrim are currently under siege by these mysterious forces. Most towns in Skyrim have 1 or more siege icons, which are shown under their landmark name on the overland map and on their gazetteer page.

When the party initiates a town encounter in a town that is under siege, that encounter takes the form of the following clash. Place the 3-hex and 7-hex tiles as shown and faceup next to and on the clash tile, but only if the current town has the corresponding features present and open (ex. if a town's inn is closed, do not place the 7-hex tile that represents the inn). Always place the 3-hex tile that represents the town square, even if the town square is closed. Then, deploy enemies using a standard EP.

Placed tiles are called buildings. When an adventurer is occupying a building on their turn, they may take an engage action to perform the town action associated with that building. The town action is the only thing that adventurer may do during that engage. Doing so immediately ends their turn and uses up 1 of that adventurer's allotted town actions (2 by default). Group town actions may only be taken when at least half (rounded up) of the adventurers occupy the town square. Free town actions must still be taken in their respective buildings but do not use up 1 of the adventurer's allotted town actions. Buildings do not have any effect for companions or enemy units outside of affecting sight restrictions.

The party may choose to end an under siege town encounter at the end of any round. If all enemy units have been defeated or otherwise removed from the battle map by the end of the encounter, each adventurer then gets 1 free town action before proceeding to the day's Reward Phase. The adventurer does not need to be occupying a relevant building to take this free town action.

Any town action not associated with the 4 outer buildings must be taken in the town square. This includes the quest board, the alchemy station, and any quest-specific town action.

All towns with siege icon are under siege.

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No Icon: The siege icon remains the same as it was on the previous day.

NATIVE SKILLS

Freeze: When this unit determines a target, its target must move 1 item from a ready slot to their pack. If the party is currently in an under siege town, the target must move all items to their pack.

DELVE FEATURE

During the session's set up, find special delve card: **Icy Buildup** (SK-SP-01) and place it beside the Delve Deck.

TRAVELING CARAVAN

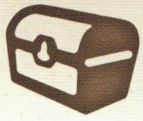
The Skyrim wilderness is one of the most hostile environments in Tamriel. This caravan provides a brief respite, but it can't fully shield you from the land's strange effects. A merchant approaches you with a creepy story on his lips and a recommendation to buy his survival gear at a generous discount.

Winds of Change: At the start of this encounter, each adventurer must spend 2 tenacity, untrain a skill line (and all dice in that line), or flip their class sheet to the opposite side.

Hilglund, the traveling merchant

Common: 2

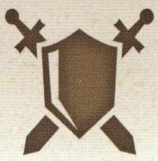
Legendary: 3



Trainers Available: 5

Inn: Closed

Quest Board



Guild Kiosk

Town Square

Underground Maps (group): Draw the top 3 delve cards. Place any of them at the bottom of the deck, and then place the remainder back on top of the deck in any order. The party may collectively spend 🎧 tenacity any number of times to draw 1 additional card per 🎧 spent.

Alchemy Station

DRAGON BRIDGE

Dragon Bridge is a lumber town named for its eponymous bridge, an ancient structure featuring the great visage of a winged reptile. A strategic waypoint on the road to Solitude, it is regularly manned by a strong garrison of soldiers – but not so strong that they can stanch the flow of illicit goods through the smuggler caves beneath the settlement.

Dragon Bridge Garrison: If this town is under siege and the party defeats or otherwise removes all enemies, gain 1 XP instead of gaining the free town action.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 5

Dragon Bridge Barracks

Quest Board

Guild Kiosk: Closed

Town Square

Smuggler's Cave: Discard any number of . Draw an equal number of .

Alchemy Station

DUSKTOWN

A subterranean frontier town managed by the Bitterblade Mining Consortium, Dusktown is one of the few places in Blackreach not completely overrun by hostile forces. The town has recently survived an infiltration by the vampires who live in the darkest reaches below Skyrim.

Bitterblade Mining Consortium: The first time that trainers are populated each encounter, the party may choose to discard all of them and repopulate new ones.

Nithea, the traveling merchant

Common: 2

Legendary: 2

Trainers Available: 4

The Bottomless Pit

Quest Board

Guild Kiosk

Town Square

Vampiric Experience (group): Each adventurer must spend tenacity. Gain the following **Persistent** effect: For the rest of this campaign, adventurers may choose to not lose HP when they would be affected by enemy skill: **Siphon**.

Alchemy Station

FORT AMOL

Fort Amol is a strategic location in Skyrim's Eastmarch region. In times of struggle, it has been employed by Skald-King Jorunn for councils of the Ebonheart Pact. As a result, a thriving economy has developed in the area around the fort.

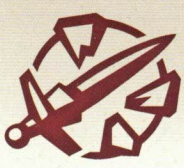
Pact Meeting Ground: If this town is under siege, Nord, Dark Elf, and Argonian adventurers may add 1 enemy Combat die to each of their engages made in , , or .

The Uncanny Alembic

Common: 2

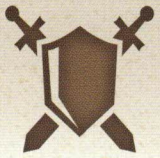
Legendary: 1

Trainers Available: 4

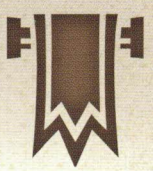


Deldwine's Inn

Quest Board



Guild Kiosk



Town Square

Fort Amol Home Goods: Add 1 and 2 to the shop. If is 1, you may then gain 1 item from the shop.

Alchemy Station: Closed

FORT MORVUNSKAR

Though commonly referred to by its formal designation, Fort Morvunskar is actually more memorial than military outpost. The site was built to house and protect the remains of mighty Nord warriors, as well as members of Skyrim's royal family. The fort is in the process of making improvements after King Jorunn's brother Fildgor raided the crypts.

Keepers of the Crypts: If this town is under siege, level 10: **Nord Swordmaster** becomes a companion controlled by the party for this clash. If ☊ is 3+, use level 20: **Nord Pyromancer** instead.

Shop: Closed

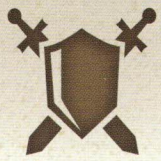
Common: 0

Legendary: 0

Trainers Available: 4

Morvunskar Barracks

Quest Board



Guild Kiosk

Town Square

Visit Royal Tombs (group): Read and set aside the top peaceful encounter card. Gain the following **Persistent** effect: Until the set-aside encounter is resolved, after drawing an encounter card for either a conflict or unstable landmark, you may choose to replace the drawn encounter with the set-aside peaceful encounter. For all game effects, this still counts as having resolved an encounter at a conflict or unstable landmark. Once the set-aside encounter is resolved, it is discarded as normal and can no longer be used to replace other encounters.

Alchemy Station: Closed

EASTERN

FULLHELM FORT

Fullhelm Fort is an outpost managed by Thane Unnvald Ironhand. The settlement is considered a bulwark against the hostile environs of the Rift, although it's not clear how much of that reputation is self-made. After all, the fort boasts a statue commemorating the exploits of the current thane, presumably commissioned by the thane himself.

Ironhand's Oath: If this town is under siege, each adventurer gains 1 additional town action but does not gain a free town action upon defeating all enemies. If there are undefeated enemies at the end of this encounter, this town is closed for the rest of the campaign (log this in your campaign journal).

Greca, the traveling merchant

Common: 8

Legendary: 0

Trainers Available: 5

Thane's Manor

Quest Board

Guild Kiosk: Closed

Town Square

Battle of the Bones Memorial: If this town is under siege, you may defeat an enemy in or adjacent to a town square hex. This town action may be taken multiple times by the same adventurer.

Alchemy Station: Closed

IVARSTEAD

A small town of farmers and fishers, Ivarstead is a starting point for the religious pilgrimage to the mountain monastery known as High Hrothgar. Its status as a food exporter has also provided it with ready access to a wide variety of nourishment, which travelers can sample at its welcoming inn or tavern.

Adla's Wares: All items in the shop must be 🍎 or 🧪. All other items that are drawn and replaced when populating the shop are shuffled back into their respective decks.

The Horker's Tusk Tavern

Common: 3

Legendary: 2

Trainers Available: 3

Pilgrim's Rest Inn

Quest Board

Guild Kiosk: Closed

Town Square

Steal from the Shop: Make a lockpick check of 3-4-5 (2 attempts). If successful, draw 1 🎒 or gain any 1 🎒 from the shop, and gain an additional town action. If your cooldown track has 5 or more fatigue in it after the check is complete, the check is unsuccessful.

Alchemy Station

EASTERN

JORUNN'S STAND

A camp settlement named after the current Skald-King of Eastern Skyrim, Jorunn's Stand is an important military outpost for the Ebonheart Pact. Its population is big enough to merit a permanent presence from multiple major guilds, as well as a variety of merchants and food sellers.

Easy Mark: If this town is under siege, add level 1 enemies to the EP and deploy them last.

The Practical Traveler

Common: 2

Legendary: 1

Trainers Available: 4

Inn: Closed

Quest Board

Guild Kiosk

Town Square

Security Drills: Gain 1 bonus HP and 1 tenacity and draw 1 . Then, discard 1 .

Alchemy Station

KARTHWASTEN

Though vampiric weather events called harrowstorms have been ravaging Western Skyrim as of late, the Reachfolk settlement of Karthwasten has largely remained untouched thanks to the warding effects of the local Crow-Eye Clan. Its people live simply, preferring to keep to themselves without the commerce of the Nords who used to call this town home.

Siege of the Harrowed: If this town is under siege, each enemy gains enemy skills: **Decay** and **Rot**. Adventurers cannot take town actions in buildings that enemies are occupying.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 3

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Crow-Eye Ward: Discard an item to remove all dice from your cooldown track, heal to full HP, and gain 2 bonus HP. If the discarded item is a , also gain 2 tenacity.

Alchemy Station

KARTHWATCH

Originally established by the Nords of Western Skyrim to prevent an incursion from the Reach, Karthwatch was virtually destroyed by a harrowstorm conjured by the deadly Icereach Coven. A few survivors may still be found within the town's more fortified buildings, but passersby are much more likely to find the husks of the storm's victims than anyone still in possession of their wits.

Desolate: If this is the first time the party has visited Karthwatch this campaign, do not advance the Day Dial at the start of the next New Day Phase. Log this visit in your campaign journal.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 2

Jarl Oflwenn's Hall

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Red Eagle Tower: Search the Deck and gain the first or . Then, shuffle the deck.

Alchemy Station

KILKREATH TEMPLE

Kilkreath Temple was built to honor Meridia, the Daedric Prince of Life and Light. Recent harrowstorm activity in the region has required much of the temple to be sealed off from outsiders, though many acolytes and pilgrims still linger nearby.

Temple to Meridia: If the party is on a Mages Guild or Fighters Guild quest, adventurers may take guild kiosk town actions. If this town is under siege, this town action must be taken in the town square.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 5

Pilgrim's Lodge

Quest Board

Guild Kiosk: Closed

Town Square

Artifacts of the Sealed Temple: Search the Deck and gain the first . Then, shuffle the deck.

Alchemy Station

LOST VALLEY REDOUBT

A Nord ruin long occupied by Reachfolk, the Lost Valley Redoubt is a sacred site for many Reach residents. The depths below the site are said to house the bridge between the living and the dead, and for those with more worldly concerns, the area is also home to a greedy minotaur named Hranach.

There for the Taking: At the start of this encounter, 1 adventurer must make a lockpick check of 1-5-3 (2 attempts). If successful, adventurers may gain 2 items instead of 1 when taking shop town actions. If unsuccessful, the shop is closed for the rest of the encounter.

Abandoned Supplies

Common: 0

Legendary: 6

Trainers: Closed

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Hranach's Tower (group): Each adventurer gains 5 tenacity, and 1 adventurer may gain 1 . Then, set aside level 10: **Minotaur** (CY) and gain the following **Persistent** effect: During the next clash or dungeon that has an unoccupied numbered hex after deploying other enemies, add the Minotaur to the EP and deploy it last. If is 3+, use level 20: **Minotaur Lord** instead.

Alchemy Station

MARKARTH

Built by the now-departed Dwemer, Markarth has long served as capital of the Reach. Though Reachfolk have a contentious relationship with cities and nurture a healthy mistrust of outsiders, Markarth serves as one of the primary connections between the region and the outside world.

Reachfolk Stronghold: If this town is under siege, level 20: **Briarheart** becomes a companion controlled by the party for this clash. If is 3+, use level 10: **Reachman** instead.

Markarth Mercantile

Common: 4

Legendary: 1

Trainers Available: 6

The Hunter's Repose

Quest Board

Guild Kiosk

Town Square

Underhall Smithy: Discard a to search the Deck and gain the first that shares the same battle form as the you discarded. Then, shuffle the deck.

Alchemy Station

MISTWATCH

Mistwatch is an ancient Nord ruin repurposed by the Ternion Monks into a site of worship for the Three Old Gods of Atmora. Though the monks have often been the subject of ridicule in Skyrim, the acolytes of Mistwatch have earned the respect of the locals after they were instrumental in thwarting an attempt on King Jorunn's life.

Spirits of the Crevasse: If the party is on a Psijic Order or Undaunted quest, adventurers may take guild kiosk town actions. If this town is under siege, this town action must me taken in the town square. The first time this encounter that an adventurer takes the Undaunted guild kiosk town action, populate a shop of 4 .

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 4

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Commune with the Three Old Gods (group): Adventurers may gain a collective amount of bonus HP equal to the Health stat of the adventurer with the lowest Health stat.

Alchemy Station

MOR KHAZGUR

A scrappy Orc outpost on Skyrim's far western border, Mor Khazgur's primary economic driver is the mine below its surface. In recent years, it has also made a major play for the attention of thrillseekers and lovers of sport, building a fighting arena frequently employed by the Circle of Champions in the guild's competitive bouts.

Friend to Fighters: If at least 1 party member is an Orc, or if the party is on a Circle of Champions quest, each adventurer may take a free guild kiosk town action.

Mor Khazgur Storeroom

Common: 3

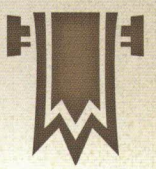
Legendary: 0

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk



Town Square

Steal from the Shop: Make a lockpick check of 3-3-3 (4 attempts). If successful, draw 1 or gain any 1 from the shop, and gain an additional town action. If unsuccessful, you are dealt 2 true damage. If your cooldown track has 5 or more fatigue in it after the check is complete, the check is unsuccessful.

Alchemy Station

MORTHAL

This tenacious town in Western Skyrim is a center of commerce in the region. Morthal has stood firm for decades despite a preponderance of hardships that have plagued the surrounding countryside. As of late, zombies have plagued the city from the north, and increased activity from Blackreach has made the area to the city's west more dangerous.

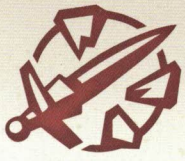
Arsonists: If this town is under siege and a party member takes damage while occupying a building, that building is closed for the rest of the encounter. Flip the building facedown. Each unit occupying the building is dealt 1 true damage and is placed in the closest unoccupied hex outside of that building. The building is now impassable.

Traveler's Way

Common: 2

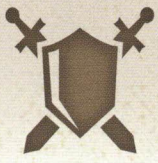
Legendary: 2

Trainers Available: 3



Whispering Axe Tavern

Quest Board



Guild Kiosk

Town Square

Morthal Sawmill: Gain any amount of light fatigue to gain an equal amount of tenacity.

Alchemy Station

NIMALTEN

Nimalten is a small and ancient settlement in the western area of the Rift. Modest and unassuming, the town would hold little interest for passing travelers if not for the massive barrow excavated beneath it, which has been extended for millennia to house the dead of rival families.

Nimalten Barrow: If the town is under siege, party members occupying the town square building cannot target or be targeted by units not occupying the town square.

Nimalten Markets

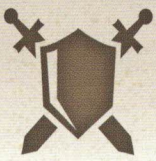
Common: 4

Legendary: 4

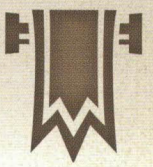
Trainers Available: 2

Riverside Inn

Quest Board



Guild Kiosk



Town Square: Closed

Alchemy Station

REBEL'S RETREAT

Rebel's Retreat is a bustling camp that lies near the slope of the mighty mountain Karthspire. It is currently occupied by a splinter group of Reachfolk called the Wayward Guardians, who believe the ambitions of the Reachman Ard Caddach to rule his countrymen will lead the people of the Reach into ruin.

Arsonists: If this town is under siege and a party member takes damage while occupying a building, that building is closed for the rest of the encounter. Flip the building facedown. Each unit occupying the building is dealt 1 true damage and is placed in the closest unoccupied hex outside of that building. The building is now impassable.

Ansvyn's Shop

Common: 4

Legendary: 1

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Aid the Wayward Guardians: Untrain a skill die and train a skill die 1 level higher in the same skill line.

RIFTEN

A vital economic city in the heart of the Rift, Riften has seen its fair share of hardships over the years – most recently, an invasion by the giant known as Sinmur. The city's residents have outlasted each trial with perseverance and a knack for free enterprise, both legal and illegal. The city's large sewer system has been unofficially christened "The Ratway" and is home to many shady characters.

Ruins of Sinmur: At the start of this encounter, 1 adventurer must roll 1 D6. If the adventurer's class is a type, or if it is day 1, they may re-roll the D6 once. The rolled result is closed for this encounter.

1: Shop 2: Trainers 3: Inn 4: Quest Board and Alchemy Station 5: Guild Kiosk 6: Town Square

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Lake Honrich Holdings

Common: 4

Legendary: 1

Trainers Available: 6

The Withered Tree

Quest Board

Guild Kiosk

Town Square

Riften Ratway: Draw the top 3 cards of the Deck, choosing 1 to gain and discarding the other 2. If you are on a Thieves Guild quest, draw from the Deck instead.

Alchemy Station

SHOR'S STONE

Shor's Stone is one of the hardest working mining towns in Skyrim. The city is currently recovering from a recent invasion by the Reachfolk Boneshaper Clan, who shut down the mine in order to raid a tomb occupied by members of the Five Hundred Companions.

Mining town: At the start of this town encounter, each adventurer with a type class gains 1 tenacity.

Treasures, Tribute, and Trade

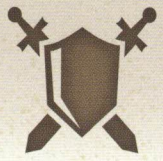
Common: 5

Legendary: 0

Trainers Available: 5

The Tapped Vein

Quest Board



Guild Kiosk

Town Square: Closed

Alchemy Station

THE SILVER CORMORANT

Though not a proper city in its own right, a small settlement of sorts has popped up around The Silver Cormorant, a merchant ship that froze solid during a sudden snowstorm on its last voyage. The wreck and a nearby hollow are still occupied by remnants of the crew.

Easy Mark: If this town is under siege, add level 1 enemies to the EP and deploy them last.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 3

Verglas Hollow

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Ratsy the Sailor (group): Gain the following **Persistent** effect: For the rest of this session, if level 1: **Skeever Pup** or level 5: **Skeever** is deployed as an enemy, it becomes a companion controlled by the party for that encounter.

SKALD'S RETREAT

Skald's Retreat is the island home of an enclave of bards and was a haven of study during King Jorunn's early years. It was recently invaded by the Supernal Dreamers, but the cultists were driven away, leaving the bards free to harmonize once again.

Song of Awakening: At the start of this encounter, the party may freely gain the **Bard Harder** side quest, if available.

Shop: Closed

Trainers Available: 3

Common: 0

Legendary: 0

Skald Manor

Quest Board: Closed

Guild Kiosk

Town Square

Alchemy Station

Skald's Library: Select a skill line token matching your class constellation type from the trainer bag and set it aside, along with a level 1 skill die of its line. Gain the following **Persistent** effect: The next time trainers are populated this session, place the set-aside skill line with the trainer skills before populating the rest of the trainers. The set-aside trainer may ignore any skill line restrictions for that town. If an adventurer trains this skill line during this town encounter, they may also freely train the set-aside die. If no adventurer does so, the skill line returns to the bag and the level 1 skill die returns to the supply.

SOLITUDE

The bastion of Western Skyrim, Solitude has a rich history and a thriving cultural and intellectual life. Though it is home to academic institutions like the Bards College and the Coterie of Organized Scholars, it is also politically important. Its Blue Palace houses the royal family of Western Skyrim, which has been decimated by a vampiric plot.

Shadow of the Blue Palace: If this town is under siege, reduce the calculated EP by 4 (to a minimum of 1).

Bountiful Goods

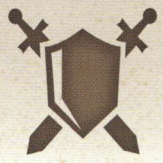
Common: 3

Legendary: 2

Trainers Available: 6

The Lonely Troll

Quest Board



Guild Kiosk

Town Square

The Bard's College: If there is a Bard adventurer in your party, gain 1 tenacity or search the Deck and gain an item with the instrument trait. Then, shuffle the deck.

If there is not a Bard adventurer in your party, gain the Bard class sheet and place it next to your current class sheet on its novice side. Gain the following **Persistent** effect: For the rest of this session, you have access to the Bard class sheet and all of its abilities, in addition to your current class. For all effects, you are considered to be a Bard adventurer in addition to your current class. At the end of the current session, you must choose to either discard the Bard class sheet or your current class sheet.

Alchemy Station

EASTERN

WINDHELM

The oldest and grandest city in Skyrim is still rebuilding after the Second Akaviri Invasion a decade ago, but Windhelm's residents stand strong and proud. The city is currently celebrating the Konunleikar, which includes various contests and feats of strength in honor of the 10th anniversary of the Skald-King's coronation.

Eating Contests: At the start of this encounter, each adventurer must discard all 🍎 in their inventory. Then, they gain 1 tenacity for each item they discarded. This effect is ignored on day 1 or if the town is under siege.

Oaken-Hull's Emporium

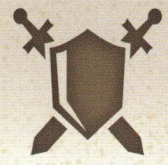
Common: 4

Legendary: 2

Trainers Available: 6

The Sober Nord Tavern

Quest Board



Guild Kiosk

Town Square

Court of the Skald-King: If the town is under siege, search the 🎭 Deck and gain the first 🍺 or 🍺. Then, shuffle the deck. If the town is not under siege, search the 🎒 Deck and gain 🍎: **Skald-King's Patty Melt**. Then, shuffle the deck.

Alchemy Station

WITTESTADR

Wittestadr is a small Skyrim town known for its nearby hot springs. Those wishing to tempt fate might visit the nearby Ratmaster's Prowl, which is home to a vampire who keeps company with several ferocious skeevers.

Soothing Hot Springs: After an adventurer takes an inn town action, they gain 2 bonus HP.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 3

Valeric's Manor

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Visit Ratmaster's Prowl: Gain any amount of light fatigue. Then, gain a Stealth status die.

Alchemy Station

A01 ROOTS AND ALL

Complexity: 3

Mages Guild

Session Snapshot: *Sneak through a delve performing lockpicks before gambling with dice and stopping the spread of Bloodthorn chips in a dungeon.*

A few leaders of the oft-isolationist Reachfolk have secretly requested the Mages Guild's assistance. The Reach has been experiencing several instances of rapid, invasive Bloodthorn vine growth. The Mages Guild has accepted the job in partnership with the Fighters Guild, which will provide protection if things get rough.

Bloodthorn vines are frequently cultivated by Reachfolk for various ritualistic uses, including in effigies and sacrifices. More devious residents of The Reach occasionally use the plants for darker purposes, like painfully resurrecting the dead.

While the Reachfolk normally have a green thumb when it comes to this strain of flora, there have been several reports as of late that the plants have been growing uncontrollably and even attacking the living. To best understand the nature of this magical anomaly, the Mages Guild will first need access to a variety of samples of Bloodthorn.

Fortunately, an old Reachwoman by the name of Anjaela has collected a seed cache of various Bloodthorn subspecies in a cavernous old cellar below Markarth. Unfortunately, she is extremely proprietary, and the Reachfolk who contacted the guild suggest you make your "inquiries" after these seeds under cover of darkness. Your Fighters Guild escorts have planned a diversionary measure that should leave the seed cache relatively unguarded, provided you don't make too much of a racket.

As you prepare to leave, you're approached by a young Orc woman named Kharzug gra-Magul. She asks if she can join you on the mission.

"I was in danger of losing myself to some dangerous people back in Wrothgar," she explains. "The Mages Guild has helped me control my power and use it for good, and I want to help out if I can – even if I am still... what's the phrase Magus Shozami uses? 'A bit volatile.'"

Starting Location: Solitude, Western Skyrim

Special Setup Instructions:

Set aside quest unit: **Kharzug gra-Magul**.

Set aside a random enemy of the following level, depending on . This is the Fighters Guild envoy.

1 player: level 10

2 players: level 5

3 players: level 1

4 players: Do not set aside a enemy.

Quest Objective:

Travel to Markarth and initiate the following delve (recommended by day 4).

Set the Round Counter to . If you are in Session 2, set it to + 1.

For this delve, Kharzug gra-Magul becomes a companion controlled by the party. She may move 1 additional hex during her Move step. When she moves onto a cache or onto a delve tile with a trap, she may make a lockpick check on that cache or trap that is automatically successful. However, she must then roll 1 D6. On a 3-6, she deals 1 true damage to each adventurer. If Kharzug gra-Magul is defeated, set her aside.

When a delve tile is revealed, do not deploy enemies. Party members cannot move more than 3 hexes on their turns (ignoring any effect that would cause them to move more). At the end of each party member's turn, roll 1 D6 for each hex they moved that turn. If the rolled total is greater than the following number based on the current round, deploy a level 10 enemy to the closest unoccupied hex to that party member. If no hexes are unoccupied, deploy the enemy to the closest unoccupied hex to that party member instead. If is 3+, deploy a level 20 enemy instead of a level 10 enemy.

Round 1: 15 **Round 2:** 13 **Round 3:** 10 **Round 4:** 8 **Round 5:** 6 **Fatigue Rounds:** 4

Each time a cache is unlocked, set the drawn item aside instead of gaining it. At the end of the encounter, note the number of items you have set aside in the campaign journal. Then, discard the set-aside items.

This encounter is completed when the party retreats from battle or is defeated. It is always successful. The more items the party sets aside, the easier the final quest step will be.

BATTLE OBJECTIVE - SPECIAL

Rewards: 2

When completed, go to entry: B02 *(pg. 38)*

The Heart Of The Matter

Thieves Guild

A05
Complexity: 2

Session Snapshot: *Complete a unique delve before chasing down a convoy and engaging in a multi-part clash.*

The Thieves Guild has been hired for a heist of the utmost sensitivity, so sensitive that the contractor is demanding a demonstration of the assigned thief's skills before the contract can be executed. With that in mind, you've been tasked with traveling to Windhelm to steal artifacts from the crypt below the Palace of Kings. King Jorunn's residence is currently under construction, allowing any enterprising thief handy access to its crypt, which has long been rumored to be haunted. While you think you can carry this job off with a good effort, it does make you wonder. If a deed this daring is only the test, how hard will the actual job be?

Starting Location: **Riften, Eastern Skyrim**

Special Setup Instructions:

Set aside level 1 enemy: **Draugr**, level 5 enemy: **Ghost** (HR), level 10 enemy: **Hagraven**, and level 20 enemy: **Bone Colossus** (HR). These are the crypt dwellers.

Set aside quest unit: **Zirik**.

Quest Objective:

Travel to Windhelm and initiate the following delve (recommended by day 6).

After each time an adventurer either fails a lockpick check or gains 2 or more fatigue during a lockpick check, deploy 1 of the crypt dwellers of the adventurer's choice to the closest unoccupied hex to that adventurer.

When a crypt dweller is defeated or otherwise removed from the battle map, set it aside again instead.

This encounter is successful at the end of a round in which + 1 skyshards have been gained and no caches are in play. If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained. If you are in Session 2, you must gain 1 additional skyshard.

BATTLE OBJECTIVE - SPECIAL

3+ players: When a crypt dweller would deploy, deploy 2 of them instead.

Rewards: 4

When completed, go to entry: B06 *(pg. 38)*

A Thorny Predicament

Fighters Guild

A09
Complexity: 3

Session Snapshot: *Practice your lockpicking skills during battle. Then, successfully complete an escort clash and escort dungeon.*

Muz-Gel, an Argonian member of the Fighters Guild, collapses in a chair next to you, groaning.

"Got an assignment for you," she says. "Tried to take it on myself so I can get out of blasted Solitude, but the brass are saying you're perfect for the job. Guess I'll sulk over a mug of mead."

She gets up to leave before you remind her she hasn't given you the job yet.

"Oh, right," she says, plopping back in her seat. "The Mages Guild is traveling to Markarth to look into reports of some strangeness involving a magical plant. Bloodthorn, I think it's called? And they need an escort. Dangerous times, these, what with the Blackreach invaders and everything." She starts muttering. "Wish they'd invade Solitude. It'd liven things up around here."

You drum your fingers on the tabletop, signaling your impatience.

"Sorry, sorry," the Argonian says. "Anyway, sounds like your first task will be to cause a distraction in Markarth so the mages can gain access to a Bloodthorn seed vault. There's this High Elf mage by the name of Psyna who's heading up the expedition. She's arranged to have some loud fireworks hidden in some crates near one of Markarth's main thoroughfares. You just need to set them off and hopefully attract the vault guards – and try not to get into any trouble!"

Starting Location: Solitude, Western Skyrim

Special Setup Instructions:

Set aside the following enemies, depending on . These are the Mages Guild agents.

1 player: level 5: **High Elf Marauder**, level 10: **Khajiit Cultist**, level 20: **Nord Pyromancer**

2 players: level 5: **High Elf Marauder**, level 10: **Khajiit Cultist**

3 players: level 5: **High Elf Marauder**, level 20: **Nord Pyromancer**

4 players: level 5: **High Elf Marauder**

Set aside quest unit: **Kharzug gra-Magul**.

Quest Objective:

Travel to Markarth and initiate the following clash (recommended by day 4).

Add Kharzug gra-Magul to the EP and deploy her first. If Kharzug gra-Magul is defeated in this step, log it in your campaign journal. If you are in Session 1, quest unit skill: **Unbridled** does not deal the additional true damage to each adventurer.

During this clash, caches are firework crates. Firework crates still function like normal caches. However, after a firework crate is successfully unlocked, the drawn item is discarded and the adventurer may choose to deal 1 true damage to a unit within 2 hexes. This damage ignores enemy skills: **Elusive** and **Stalwart**. If this damage defeats an enemy, set it aside in a stack separate from the defeated enemy stack. Enemies in this set-aside stack are not considered to be a part of the defeated enemy stack.

At the end of any round in which there are no undefeated enemies, you may deploy level 1 enemies to any unoccupied numbered hexes.

For this clash, each adventurer gains the following temporary class ability:

Replenish : Place a firework crate in a cache hex that no longer has a firework crate. The cache type must match the icon on the battle map setup.

This encounter is successful at the end of a round in which there are + 1 enemies in the set-aside stack of enemies defeated by damage from firework crates.

Battle Map Setup:

BATTLE OBJECTIVE - SPECIAL

Rewards: 2

When completed, go to entry: B10 *(pg. 39)*

A13 THE DAY THE JARL DIED

Complexity: 2

Dark Brotherhood

***Session Snapshot:** Find and kill a Reachman. Then, participate in two unique movement-based clashes.*

Your latest contract has an unusual twist to it. You've been tasked with eliminating the self-styled "Jarl of the Wilds," a Nord named Fenreld Kjenarik, by any means necessary. However, the party who hired the Brotherhood has insisted that the job must be made to look as if it was completed by Reachfolk. You figure it's probably an intelligence service. They always say they don't want to know how you do it while giving you too many instructions for how not to do it. No matter. Whatever the reason for the Black Sacrament, Sithis is sated all the same.

You doubt you can convince any Reachfolk to join up with you to kill the jarl, but fortunately, disguising yourself as a Reachman should prove easy enough. You just need to find one willing to give up his furs – against his will, if need be.

Starting Location: Markarth, Western Skyrim

Quest Objective:

Defeat a level 10: **Reachman** or a level 20: **Briarheart** in a clash or delve (recommended by day 4). After defeating the enemy, set its chip aside to be used in Quest Step **B14**.

Ongoing Step Effects:

After deploying enemies at the start of a clash, you may choose to replace a level 1 or level 10 enemy with the Reachman, or a level 5 or level 20 enemy with the Briarheart. If you replace a level 1/5 enemy, the new enemy deploys with 4 - ☊ HP less than its Health stat.

Rewards: 1 ✵

When completed, go to entry: B14 *(pg. 40)*

Blackreach Reaches Back

Undaunted

A17

Complexity: 2

Session Snapshot: *Complete two delves, the second of which may be modified by taking a unique group town action.*

Blackreach is one of the most dangerous locations in all of Tamriel, but its vast subterranean caverns are a prime destination for treasure hunters capable of braving their perils. You arrive in Riften bearing the instructions of Maj al-Ragath, the Undaunted's crafty Redguard pledge master, who wants you to create a competitive advantage for fellow Undaunted looking to scour Blackreach for treasure.

Your job will be to enter Blackreach via a secret passage under an old inn called The Grinning Horker. Then, you are to place beacons at various intervals throughout as much of Blackreach as you can. In the future, these beacons can be activated by travelers bearing an enchanted Undaunted sigil, providing light and a true path back to the surface. Placing the beacons will be easy enough, but Blackreach's treacherous reputation is well earned. Who knows what you'll run into down there?

Starting Location: Riften, Eastern Skyrim

Special Setup Instructions:

Set aside level 1: **Draugr**, level 10: **Hagraven**, and quest unit: **Corrupted Creature**. Designate a set-aside area to place the cards that will make up the established beacon stack.

Quest Objective:

Travel to The Grinning Horker and initiate the following delve (recommended by day 4).

If you are in Session 2, set the Round Counter to ☊ + 1.

During this delve, adventurers may attempt to establish beacons. The more beacons that are established, the easier the final quest step will be. A beacon may be established in either of the following ways:

- The party gains a skyshard.
- After an adventurer moves onto a cache, adventurers may choose to discard a collective ☊ items and discard the cache.

Each time a beacon is established, draw the top 🎒 and place it in the established beacon stack. Then, immediately deploy the Draugr to the closest unoccupied hex to the adventurer who established the beacon. If the Draugr is already in play, deploy the Hagraven instead, if possible.

If 2 beacons are ever established simultaneously, draw and place 2 🎒 in the established beacon stack, and deploy both the Draugr and the Hagraven, if possible.

After the Draugr or Hagraven is defeated or removed, set it aside again.

This encounter is complete at the end of a round in which all adventurers are defeated, or at the end of the first fatigue round. It is always successful.

Battle Objective - Special

3+ players: Set aside and use level 20: **Vampire** instead of the Hagraven.

Rewards: 2 ✵

When completed, go to entry: B18 *(pg. 41)*

A21 There's No Ghosts Like Snow Ghosts

Complexity: 1

Outer Watch

Session Snapshot: *Travel the map engaging in combats and discarding items to provide aid. Aid lowers the final quest step EP but can have brutal consequences.*

Bodean, the field commander for the Outer Watch, explains that the situation in Eastern Skyrim is dire.

"Falmer have been reported around the region, launching savage raids on unsuspecting towns," he says. "We suspect our former member Deslandra is behind it somehow, disturbing their traditional home of Blackreach. There are others who are looking into what exactly her dalliance with these so-called 'snow ghosts' portends, but the Watch feels responsible for her actions, and as such, we're going to do what we do best: help the community in need."

He explains that you will have the blessing of the Outer Watch to be the guild's representative in the region, dispensing help wherever you see the need.

"People need supplies; they need protection; and perhaps most of all they need to get their homes and shops back from Falmer incursion," he says. "Do what you can, and where you can, but be careful: Deslandra is liable to put a target on your back."

Starting Location: **Windhelm, Eastern Skyrim**

Special Setup Instructions:

Set aside quest unit: **Pale Fingers**. Designate a set-aside area to place the cards that will make up the completed aid stack.

Quest Objective:

After providing aid at least 3 times, travel to a conflict landmark and choose to initiate the following clash using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Increase the calculated EP by ☊ x 3. Before deploying enemies, adventurers may choose to gain any of the items in the completed aid stack, and to discard any number of items from the completed aid stack. For each item discarded from this stack, reduce the calculated EP by 1. For any cards remaining in the completed aid stack that the party does not gain or discard, add 1 XP to the encounter reward. Lastly, add Pale Fingers to the EP and deploy him first.

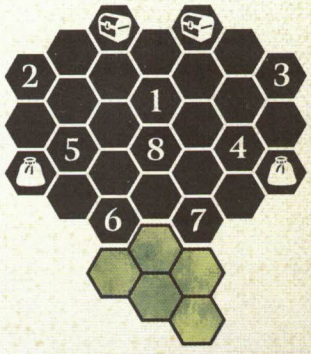
Ongoing Step Effects:

You may provide aid in 1 of 3 ways:

- Conquer all enemies in an under siege town. Each time you provide aid in this way, it must be in a different town. Log these towns in your campaign journal.
- Successfully complete a clash or delve at an unstable landmark and forgo the free tenacity.
- Take a group town action to collectively discard 🜲 equal to ☊.

Each time aid is provided, during the day's Reward Phase, gain 1 XP and then draw a 🜲 and place it in the completed aid stack. These items are only for quest tracking purposes and cannot be used by adventurers. Then, randomly draw a level 10/20 enemy and place it in the level 1/5 enemy bag. If this enemy is drawn, it is still treated as a level 1/5 enemy, respectively, when depleting the EP. At the end of a battle in which it was deployed, it returns to the level 10/20 enemy bag.

Battle Map Setup:



Battle Objective - Conquer

4 players: Increase the calculated EP by ☊ x 4 instead.

Rewards: 2 ✴

When completed, go to entry: E22 *(pg. 52)*

Study Under Siege

Psijic Order

A23

Complexity: 2

Session Snapshot: *Visit 3 under siege cities and then bind a creature in a dungeon.*

In recent weeks, anomalous activity has been taking place in Skyrim, and the Psijic Order intends to find out why.

A near-constant stream of normally subterranean creatures has been flowing out of Blackreach, sacking unprepared settlements in an instant and leaving just as quickly. The "soldiers" in these makeshift armies include many creatures once thought to exist only in legend – chief among them the misshapen "Falmer," stark white elves with a seemingly unquenchable bloodlust.

The Psijic Order wishes to understand why these creatures are attacking. Firsthand reports about the bodies of slain invaders suggest some sort of augmentation – Reachfolk magic, preservatives found in Draugr blood, and the like – but the Order would rather send an official emissary to investigate than trust the word of a stranger.

Starting Location: **Windhelm, Eastern Skyrim**

Special Setup Instructions:

Set aside quest unit: **Pale Fingers**. Designate a set-aside area to place the cards that will make up the Falmer research stack.

Quest Objective:

At the end of any Encounter Phase, have ☊ x 3 items in the Falmer research stack (recommended by day 8).

Ongoing Step Effects:

Each time Pale Fingers is defeated, log it in your campaign journal.

Each time you initiate a town encounter in an under siege town, add Pale Fingers to the EP and deploy him first. He deploys with additional HP equal to ☊ + the number of times he has been defeated.

Then, place caches equal to ☊ in unoccupied hexes adjacent to the town square. After an adventurer successfully unlocks 1 of these caches, the gained item is placed in the Falmer research stack. These items are only for quest tracking purposes and cannot be used by adventurers. If an adventurer's cooldown track has 7 or more fatigue in it after the lockpick check is complete, the check is unsuccessful. These caches are not removed when a lockpick check is unsuccessful.

At the end of an under siege town encounter, if Pale Fingers was defeated, gain 1 XP during the day's Reward Phase.

Rewards: 3

When completed, go to entry: B24 *(pg. 41)*

A26 It's All In The Framing

Complexity: 2

Eyes of the Queen

Session Snapshot: *Complete a variety of clashes as you attempt to track down and defeat a deadly Reachman.*

Razum-dar, the head of the Eyes of the Queen, meets you at the pre-appointed time near the local wayshrine. The Khajiit tries to put on his normal roguish demeanor, but you can tell from the glint in his eye that the job he has for you means a great deal.

"The Eyes have been presented with an opportunity to kill two hackwings with one stone," he says. "There is a Nord who roams Western Skyrim and fancies himself the 'Jarl of the Wilds.' Claims to oversee and provide for the travelers and forgotten people who navigate the wastes and bitter cold of this ice-blasted land."

He shivers.

"Anyway, we have evidence that this so-called upstanding jarl, Fenreld Kjenarik, has been ferrying supplies underground to the creatures who have been launching attacks on Skyrim's cities. Bad for our operations. Bad for everybody," Raz continues. "He is about to be... taken care of. Permanently. But that is not your concern. There is a scoundrel of a Reachman operating in Western Skyrim named Braig the Bloody. We have learned that he has been capturing Three Banners War soldiers from Cyrodiil and turning them into Briarhearts. This ritual, which involves replacing a person's heart with the seed of the Briar Heart tree, is usually used to empower Reachfolk to protect their clans. However, it can be used to turn someone against their will, even non-Reachfolk. This Braig has a predilection for performing this procedure on unwilling –" he shudders "– Khajiit. A friend of Raz's on the front has fallen victim to this heinous crime."

Now you understand Raz's demeanor. This is personal to him.

"To cover any tracks for those who are eliminating Jarl Fenreld Kjenarik, we would like to pin his death on this Braig the Bloody. Involving a Reachman in the slaying of a prominent Nord is sure to bring down local law on him, and two villains of Western Skyrim will be taken off the board. The Nords will think it was all their idea! The first thing Raz needs you to do is track down a lead on evidence we can use to link Braig to Kjenarik."

Starting Location: Markarth, Western Skyrim

Special Setup Instructions:

Set aside quest unit: **Braig the Bloody**.

Quest Objective:

Travel to Karthwasten, Lost Valley Redoubt, or Rebel's Retreat and initiate a town encounter (recommended by day 3).

During the town encounter, you must gather a lead by resolving 1 of the following options:

Bribing witnesses: As a group town action, discard a number of -type equal to .

Coercing allies: Defeat all enemies. This option is only available during an under siege town encounter.

Intimidating townspeople: As a group town action, succeed at a social check (x 4). Adventurers cannot roll Speech skill dice during this social check, but may roll Combat skill dice as if they are Speech skill dice. Adventurers do not gain tenacity from results.

Depending on the town, resolve the following modifications to the above options:

Karthwasten: When bribing witnesses, 1 adventurer may roll a number of available type skill dice equal to . If no results are rolled, reduce the number of items that need to be discarded by 1. Regardless of the result, these skill dice are exhausted and all other adventurers must gain light fatigue equal to the number of dice rolled.

Lost Valley Redoubt: When coercing allies, enemies deal 1 fewer damage to non-adjacent party members who are occupying buildings.

Rebel's Retreat: When intimidating townspeople, Speech dice may be rolled as normal. Combat skill dice may still be rolled as well.

Rewards: 1

When completed, go to entry: B27 *(pg. 42)*

Charity of Champions

Circle of Champions

A31

Complexity: 1

Session Snapshot: *Race against time to complete a modified clash, then take on fatigue before engaging in a final clash.*

Never let it be said that the Circle of Champions doesn't give back. Today, the guild has given you a job that doesn't involve beating anyone up – at least, nobody who doesn't deserve it.

One of the most popular Circle battlegrounds in Tamriel can be found in the Orc stronghold of Mor Khazgur, in the far northwest reaches of Skyrim. Aside from the revenues it earns from Circle of Champions events, the settlement's primary source of income is its mining operations. These operations were dealt a horrible blow some months ago, when an alchemy experiment gone wrong resulted in the erosion of the barriers between the mine and the desolate subterranean realm of Blackreach. A passing adventurer helped seal off the mines from the monster-infested caverns, but a ne'er-do-well has made off with some of the mine's dwindling ore reserves, along with a large donation of potions to aid the sick and injured at Mor Khazgur in the wake of the mining disaster.

To thank Mor Khazgur for its important role in Circle operations, Battlemaster Rivyn has tasked you with tracking down the goods and giving the bandits a good thrashing in the process. Then, you'll need to bring the supplies back to Mor Khazgur and help repair the mines.

Starting Location: **Markarth, Western Skyrim**

Quest Objective:

Travel to any conflict landmark and initiate a clash encounter (recommended by day 4). If the overland card you draw does not have a clash option, you may place it on the bottom of the Conflict Overland Deck and continue to draw encounters until you draw a card with a clash option.

After deploying enemies, place a stack of HP chips equal to the current day in the closest unoccupied hex to Hex 1. This is the stolen supply stack. Party members may target and damage the stolen supply stack as if it is an enemy. At the end of each round, if the stolen supply stack is still in play, all enemies heal for ❍ HP.

This encounter is successful at the end of a round in which both the encounter's normal battle objective is completed and the stolen supply stack is defeated.

Rewards: 2 ✶

When completed, go to entry: B32 *(pg. 43)*

B02 ROOTS AND ALL

Mages Guild

Thanks to a diversion from your Fighters Guild companions, you were able to gain access to Anjaela's seed vault and collect the samples you needed.

"I know of a friendly Bloodthorn herbalist in Morthal who would lend us instruments to study this stuff, provided we're willing to pay," Kharzug says.

You take the Orc's advice, keeping in mind that Morthal is awfully close to one of the Blackreach lifts most used by the hostile underground forces that have been invading settlements around Skyrim. Hopefully, the town hasn't caught the eye of any greedy vampires or Falmer.

Quest Objective:

Travel to Morthal and initiate a town encounter (recommended by day 8).

During the encounter, you must analyze the samples by resolving 1 of the following options:

Analyze them yourself: As a town square action, 1 adventurer may roll a number of available type skill dice up to their Magicka stat. Other adventurers may choose to contribute to this roll as well, rolling a number of type skill dice up to their own Magicka stats (contributing adventurers do not need to take a town action to do this). If at least x 2 non- results are rolled, the analysis is successful. Regardless of success, all rolled skill dice are exhausted.

Pay for the analysis: As a group town square action, adventurers must collectively discard equal to x 2.

If either option is failed, the quest is not failed. You may attempt either option again on a future day.

Ongoing Step Effects:

If you initiate a town encounter in Morthal while it is under siege, the Fighters Guild envoy becomes a companion controlled by the party. If the envoy is ever defeated, it is discarded as normal.

Rewards: 1

When completed, go to entry: C03 *(pg. 44)*

B06 THE HEART OF THE MATTER

Thieves Guild

Your initial task complete, you are given a rendezvous point in Windhelm and meet up with Zirik, an experienced Dark Elf thief of some renown. Zirik explains he's been teamed with you on this mission and can now give you the details.

"We've been hired to steal the heart of a Briarheart," he says. You quickly recall what you know about these warriors, Reachfolk who replace their hearts with seeds from Briar Heart trees to become supernatural guardians of The Reach.

"Don't worry; it's not murder," Zirik says. "This Briarheart was captured in Ivarstead, and some Nord with an appetite for cruelty carved his heart out and is magically preserving it for study. Apparently, the Briarheart did in several Nords near the border of the Rift, and King Jorunn's nervous that this could be some sort of encroachment on the Ebonheart Pact. Anyway, our 'collector' seems to think this could be the perfect time to spring a Briarheart's Briar Heart – for study, or display, or who knows? They just pay me, right? The convoy carrying the heart is meeting up with Jorunn's forces at Fullhelm Fort. and we'll need to head them off before then."

He studies your face and sees some hesitation at the thought of stealing a living heart, even if it's no longer in somebody's chest.

"Job's going to be done with or without you," Zirik says. "I can handle the bloody stuff – er, the sappy stuff. You can handle security."

Special Setup Instructions:

Place a token in Ivarstead. This is the convoy.

Return level 1: **Draugr** and level 10: **Hagraven** to their respective enemy bags. Return level 5: **Ghost** and level 20: **Bone Colossus** to the game box.

Quest Objective:

Travel to the convoy and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest). If the convoy reaches Fullhelm Fort, the quest is failed.

Before calculating the EP, add 10 to the base XP difficulty value. Then, count the number of hexes the convoy is from Fullhelm Fort and subtract this number, to a maximum of 10, from the base XP difficulty value.

Add level 20: **Nord Pyromancer** to the EP and deploy it first. Quest unit: **Zirik** becomes a companion controlled by the party.

After the Nord Pyromancer is defeated, immediately proceed to Quest Step C07 without ending the current encounter.

Ongoing Step Effects:

The convoy moves a number of hexes during the Activate Province Effect step as dictated by the overland icons. Its destination is Fullhelm Fort, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The convoy and the party token may occupy the same hex. The number of hexes it moves is as follows:

- : 3 hexes
- : 2 hexes
- : 1 hex
- **No Icon:** 4 hexes

Battle Map Setup:

BATTLE OBJECTIVE - SPECIAL

Rewards: 0

When completed, go to entry: C07 *(pg. 44)*

A Thorny Predicament B10

Fighters Guild

After the fireworks distraction, you meet with Psyna, singed but successful. You think you spy the High Elf crinkling her nose at your smoky scent, but she's too polite to say anything. You ask her about the powerful Orc mage who attacked you during the diversion.

"First of all, good work back there," the High Elf says. "Best we can tell from talking to our High Rock counterparts, that was a rogue sorcerer by the name of Kharzug gra-Magul. She has a lot of raw magical potential, but she was targeted in High Rock by a cult called the Supernal Dreamers, who seek to control and torment people through their dreams. The Wrothgar branch of the guild believes she was placed under their thrall, although what she's doing in Skyrim now, I couldn't begin to guess."

Psyna says your next stop is Morthal, where she hopes to get the Bloodthorn seeds the guild has "acquired" analyzed by a friendly herbalist.

"I still need your escort," she says. "This Kharzug character might be tailing us now."

Quest Objective:

Travel to Morthal and initiate an under siege town encounter, even if Morthal would normally not be under siege (recommended by day 8).

For this under siege town encounter, the Mages Guild agents become companions controlled by the party.

If quest unit: **Kharzug gra-Magul** was not defeated in Quest Step **A09**, add her to the EP and deploy her first. If Kharzug gra-Magul is defeated in this quest step, log it in your campaign journal.

On an enemy's turn, if it can move into a hex that would let it target level 5: **High Elf Marauder**, it does so (it also prioritizes the High Elf Marauder during its Declare Target step). If it cannot, it resolves its turn as normal.

When a Mages Guild agent would be dealt damage, an adventurer adjacent to the agent may choose to redirect that damage and have it dealt to themselves.

First, the High Elf Marauder must end a turn occupying the town square tile. After it has done so, the encounter is successful at the end of a round in which the High Elf Marauder is occupying the entrance tile.

At the end of this encounter, any Mages Guild agents that were defeated are returned to their respective enemy bags. Any that were not defeated are set aside. The more Mages Guild agents that are defeated in this step, the harder the final quest step will be.

BATTLE OBJECTIVE - SPECIAL

Rewards: 1 ✴

When completed, go to entry: C11 *(pg. 45)*

B14 THE DAY THE JARL DIED

Dark Brotherhood

Your disguise obtained, you now set your sights on Jarl Fenreld Kjenarik's location. Last anyone heard, he was making camp on a snowy knoll near Ysmgar's Beach, a primitive giant settlement on Skyrim's northwest coast. The so-called jarl has many loyal adherents, thanks to his practice of caring for travelers wandering Skyrim's frigid wastes, so you can expect a fight when you arrive. Your main problem is making sure a Reachman still gets blamed. It's harder to maintain a false identity when blades are drawn.

Quest Objective:

Travel to Ysmgar's Beach and initiate the following clash (recommended by day 10).

Deploy level 10: **Nord Swordmaster** to Hex A.

When deploying adventurers, place the set-aside level 10/20: **Reachman/Briarheart** chip on top of 1 adventurer. This is the Reachman disguise. When an adventurer has the Reachman disguise on top of them, they are wearing the disguise. When the adventurer wearing the disguise is dealt damage by an enemy, they may choose to lose the disguise to prevent all of the damage. If the disguise is lost, it is placed in an unoccupied hex a number of hexes away equal to or greater than the amount of damage that was dealt.

An adventurer may equip the disguise by moving into its hex. Enemies may move into the hex with the disguise, but they do not equip it.

The Nord Swordmaster can only be dealt damage (including true damage) by an adventurer wearing the Reachman disguise.

Battle Map Setup:

BATTLE OBJECTIVE - ELIMINATE THE NORD SWORDMASTER

3+ players: Replace the Nord Swordmaster with level 20: **Nord Pyromancer**.

Rewards: 2 ✴

When completed, go to entry: C15 *(pg. 46)*

Blackreach Reaches Back B18

Undaunted

You placed as many beacons as you could, but your way was blocked by an unusual coterie of Blackreach inhabitants before you could complete the job. The beacons seemed to infuriate your attackers, almost as if they had a special interest in keeping their home uncharted. You decide that the only thing to do is prepare for combat and return underground to finish your work.

You've heard of some top-notch weapons enchanters in a few of Eastern Skyrim's settlements, but you don't have time to visit them all. Specialized smiths at Jorunn's Stand can alter armaments to restore your lifeforce. Miners at Shor's Stone know how to enhance weapons to deal more damage against the creatures of the deep. The bards of Skald's Retreat have developed techniques that supernaturally reinforce weapon durability. Which of these boons would be most useful?

Special Setup Instructions:

Return level 1: **Draugr** and level 10: **Hagraven** to their respective enemy bags.

Quest Objective:

Travel to Jorunn's Stand, Shor's Stone, or Skald's Retreat and initiate a town encounter (recommended by day 8).

During this encounter, you must take a group town action to enchant your weapons. Depending on the town you are in, the following effect will activate during the final step of the quest:

Jorunn's Stand: After you engage using a you have not already used this turn, heal for 1 HP.

Shor's Stone: Each skill die that deals damage to or enemies during an engage deals an additional 1 damage to those enemies.

Skald's Retreat: The first time a is overtaxed, turn it on its side, but do not discard it. It may be overtaxed a second time, after which it is discarded as normal. If it has not been overtaxed a second time at the end of the delve, restore it to its upright position and do not discard it.

Log the town where you enchanted your weapons in your campaign journal (no need to write out the full effect).

Rewards: 1

When completed, go to entry: C19 *(pg. 46)*

Study Under Siege B24

Psijic Order

Your research visits have been fruitful, if a bit perilous. You've been able to analyze the blood of some of the defeated creatures and have discovered a potent cocktail of altered substances. Reachfolk reagents like Briar Heart sap and ground Bloodthorn root are definitely present, but most notably, you're picking up faint strains of vampire blood, almost as if these other substances were being used as a stabilizing agent.

More pressingly, the presence of vampire blood suggests that these creatures are acting in some sort of cooperation with the vampires who live in Blackreach. Most of these Blackreach vampires are concentrated in the massive underground castle known as Greymoor Keep. You know of a secret entrance to Blackreach hidden in the cellar of an abandoned inn. Perhaps the best way to get to the bottom of all this is to travel underground yourself and ask a vampire about it directly. It's a pity they don't take kindly to visitors.

Quest Objective:

Travel to The Grinning Horker and initiate the Greymoor Keep dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Pale Fingers** to the EP and deploy him first. He deploys with additional HP equal to + the number of times he has been defeated.

For this encounter, level 20: **Vampire** is considered to be a quest unit. After the Vampire is defeated, its chip remains on the battle map with 0 HP and a light fatigue die is placed on it. The Vampire's turn is skipped while it is at 0 HP, but it can still be targeted. At the start of a round in which the Vampire is at 0 HP, it heals to full HP (but the light fatigue remains).

Once on each of their turns, an adventurer may choose to drain available skill dice, spend tenacity, or forgo taking move actions this turn (this last option may only be selected if they have not already taken a move action this turn). If they do so, the next time they target the Vampire this turn, they may choose to place 1 rolled skill die onto the Vampire, ignoring the rolled result.

This encounter is successful at the end of a round in which the Vampire has + 2 dice on it.

Battle Objective - Special

3+ players: If the Vampire is at 0 HP at the start of a round or at the start of enemy turns, it is healed to full HP.

Rewards: 3

When completed, go to entry: E25 *(pg. 53)*

B27 It's All In The Framing

Eyes of the Queen

Your conversations with the local Reachfolk population eventually yield a portion of an old headdress that purportedly belonged to Braig the Bloody. Your leads and a bit of fake "evidence" procured, you now must execute the next portion of your plan. Raz has told you that the assassination of the wayward jarl will be happening near Ysmgar's Beach, a small giant camp along the northern coast. You will need to slip into the camp just after the killing and plant the headdress shards near Kjenarik's corpse, linking Braig to the crime. A mourning honor guard is likely to be posted near the body, so if you wish to avoid any nasty entanglements, you'd do well to approach under cover of darkness.

Quest Objective:

Travel to Ysmgar's Beach and initiate the following clash (recommended by day 6).

Deploy level 10: **Nord Swordmaster** to Hex A with 0 HP. The Nord Swordmaster does not take a turn, and it cannot be targeted or otherwise affected by other units.

When an adventurer is deployed, they may place an HP chip from the supply on top of their character chip. While an adventurer has an HP chip on top of them, they cannot be targeted by enemies. After an adventurer deals damage to an enemy or moves more than 1 hex during a move action, the HP chip is removed.

First, 1 adventurer must end their turn adjacent to the Nord Swordmaster. After 1 adventurer has done so, the encounter is successful at the end of a round in which all adventurers are occupying the entrance tile.

Battle Map Setup:

Battle Objective - Special

Rewards: 2

When completed, go to entry: C28 *(pg. 47)*

CHARITY OF CHAMPIONS B32

Circle of Champions

You manage to track down the thieves and bring them to heel, reclaiming what you can of the stolen goods. You try to interrogate the bandits, but the crooks won't talk. Still, you gather that they were heading toward the lifts to Blackreach that can be found to the east of the Orc stronghold, and you know that this whole mess got started when the settlement's mine accidentally broke through to Blackreach below. Battlemaster Rivyn has already asked you to return to Mor Khazgur to deliver the supplies and help repair the mine, so you decide to venture underground in search of clues to the identity of the thieves' employer.

Quest Objective:

Travel to Mor Khazgur and initiate a town encounter (recommended by day 8).

During the encounter, you must take a group town action to repair the mine. Each adventurer must gain light fatigue equal to their Cooldown stat. Adventurers may choose to replace any of this light fatigue with overfatigue. During the final step, adventurers will get a scaling bonus for each overfatigue in their cooldown track.

Rewards: 1

When completed, go to entry: C33 *(pg. 47)*

C03 Roots And All

Mages Guild

The strangest thing happens as you analyze the Bloodthorn samples. Before your eyes, vines start to sprout out of the seeds you've gathered, snaking their way down to the floor and attempting to find purchase in any crack or seam. You ask the herbalist, an Argonian named Befriends-Ivy, for help. After helping you prune the vines, she looks at the array of ruined plants in puzzlement.

"This matches up with the out-of-control growth you've described," she says. "In my work, I've learned that careful sorcerers can use specially-cultivated Bloodthorn to control the growth and movement of other plants. This is helpful in some of their rituals, when they might need to call additional vines to them after they've been... used."

She trails off. You know enough about Bloodthorn to understand her meaning: some Reachfolk might want to recycle the plants after the zombie they were reanimating has outlived its usefulness.

Everything you've learned so far leads you to believe that these incidents of Bloodthorn growth can be linked back to a single source. Considering that the vines you observed seemed to want to burrow underground, and that the recent incursions around Skyrim originate from Blackreach, you're willing to bet that the source of the trouble is down there. Kharzug points out that Greymoor Keep, a nexus of Blackreach civilization, is just a short lift ride away.

"I'd be up for blasting some vampires," she says with a grin.

Quest Objective:

Travel to Lift to Greymoor Keep and initiate the Greymoor Keep dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Place additional caches adjacent to Blood Nexus hexes (each cache must be placed adjacent to a different Blood Nexus). Then, reduce the total number of HP chips in each Blood Nexus by the amount of items set aside in Quest Step **A01**. If you set aside items in excess of the Blood Nexuses' HP, for every 2 items set aside after that amount, remove 1 cache chip from the dungeon.

Quest unit: **Kharzug gra-Magul** and the Fighters Guild envoy are companions controlled by the party. Both of these companions reduce their defense stat to 0.

In this dungeon, cache chips are Bloodthorns (and cannot be lockpicked). Each time an adventurer loses HP or bonus HP, place the lost HP chips, one at a time, in unoccupied hexes adjacent to a Bloodthorn or another HP chip. Only a single HP chip can be placed per hex. These HP chips are Bloodthorn vines. Hexes with Bloodthorns and Bloodthorn vines are impassable. Adventurers and Kharzug gra-Magul may target and damage Bloodthorns and Bloodthorn vines like enemies, but they are otherwise not considered enemies. Bloodthorn vines can lose HP due to enemy skill: **Siphon**. A Bloodthorn is only defeated when it is dealt damage in a single engage.

Level 20: **Vampire** cannot lose HP, be defeated, or otherwise be removed from play until all Bloodthorns, Bloodthorn vines, and Blood Nexuses have been defeated.

BATTLE OBJECTIVE - CONQUER

Rewards: 3

When completed, go to entry: E04 *(pg. 50)*

C07 The Heart Of The Matter

Thieves Guild

This has turned into a fine mess. The first part of the job went off as well as could be expected, in that you now have a pulsating Briarheart's heart in your possession. However, just as you and Zirik were about to make off into the wintry countryside, a hail of arrows rained down on your location. A second raiding party has materialized amid the drifts and is now trying to get the heart away from you; the heisters have become the heistees!

Or at least, it seems to you as if the raiding party swooped in out of nowhere. Zirik seems exceptionally level-headed about this whole thing, and he doesn't appear to share your urgent need to get away. Perhaps it would be best to leave him behind and deliver the heart yourself.

Quest Objective:

Set quest unit: **Zirik**'s HP to 1. Any defeated adventurers may revive and deploy with 1 HP to the furthest unoccupied hexes from the entrance tile. Each unit occupying the entrance tile is placed in the closest unoccupied hex not on the entrance tile. Then, the entrance tile is placed on the opposite side of the clash tile. Place a number of caches equal to on the entrance tile.

When an adventurer would gain light fatigue to adjust a lockpick die, they must instead spend 1 tenacity, discard an item, or be dealt 1 true damage. After successfully lockpicking a cache, the drawn item is discarded and the cache chip is placed on the adventurer's mat. Failing a lockpick check does not cause a cache chip to be discarded.

This encounter is successful at the end of a round in which each adventurer has a cache chip on their adventurer mat.

BATTLE OBJECTIVE - SPECIAL

Rewards: 2

When completed, go to entry: E08 *(pg. 50)*

A THORNY PREDICAMENT C11

Fighters Guild

Psyna managed to get the Bloodthorn samples tested, but only just. The city came under attack as she was conducting her tests, and judging by the makeup of the attackers, you can't tell if these were Kharzug's forces, the Blackreach invaders, or some combination of both.

Psyna has grimmer news. "We've linked the corruption in these Bloodthorn vines to an extraordinary vine growth centered around Greymoor Keep, a large, vampire-infested castle in the bowels of Blackreach," she explains. "It's of the utmost importance that the Mages Guild travels to Greymoor Keep immediately to destroy these uniquely-altered plants, so we still require your protection."

Quest Objective:

Travel to Lift to Greymoor Keep and initiate the Greymoor Keep dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Place additional caches in hexes adjacent to Blood Nexuses (each cache chip must be placed adjacent to a different Blood Nexus).

For this encounter, the Mages Guild agents that were not defeated in the previous step become companions controlled by the party.

If quest unit: **Kharzug gra-Magul** was not defeated in Quest Step **A09** or Quest Step **B10**, add her to the EP and deploy her first.

In this dungeon, cache chips are Bloodthorns (and cannot be lockpicked). Each time a Mages Guild agent loses HP, place the lost HP chips, one at a time, in unoccupied hexes adjacent to a Bloodthorn or another HP chip. Only a single HP chip can be placed per hex. These HP chips are Bloodthorn vines. Hexes with Bloodthorns and Bloodthorn vines are impassable. Mages Guild agents may target and damage Bloodthorns and Bloodthorn vines like enemies, but they are otherwise not considered enemies and cannot be targeted or damaged by adventurers or other party members. Bloodthorn vines can lose HP due to enemy skill: **Siphon**.

When a Mages Guild agent would be dealt damage, an adventurer adjacent to the agent may choose to redirect that damage and have it dealt to themselves. During an adventurer's move action, they may choose to move 0 hexes and instead move a Mages Guild agent up to 2 hexes.

Level 20: **Vampire** cannot lose HP, be defeated, or otherwise be removed from play until all Bloodthorns, Bloodthorn vines, and Blood Nexuses have been defeated.

This encounter is successful at the end of a round in which all Bloodthorns and Bloodthorn vines are defeated.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3

When completed, go to entry: E12 *(pg. 51)*

C15 The Day The Jarl Died

Dark Brotherhood

Your job complete, you send word to the Brotherhood, which confirms payment from the party who hired you and recommends you leave the site of the assassination far behind. You want to celebrate the end of a successful contract, but you can't help but feel as though you're being watched. The tricky part about silencing people for a living is that you're often viewed as a loose end to silence in turn.

The weather is getting worse in this region, too. You find yourself traveling through hills and valleys and keeping an eye on the mountains, looking for a developing avalanche – or for someone looking to cause one.

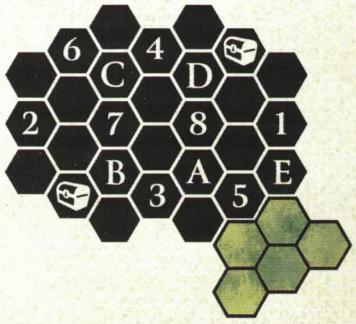
Quest Objective:

Travel to any conflict landmark and choose to initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Place 1 HP chip in + 1 lettered hexes, in alphabetical order. These are the snowdrifts.

At the end of a round, for each snowdrift, roll 1 D6 3 times, moving the snowdrift 1 hex in the direction indicated by the dice compass after each roll. If a snowdrift moves into a hex with another snowdrift, the snowdrifts are stacked, combining into 1 snowdrift and moving together for the remainder of the encounter. Each time a snowdrift would move into an occupied hex, the unit in that hex is placed in the closest unoccupied hex. If the displaced unit is a party member or a enemy, that unit is dealt true damage equal to the number of HP chips in the snowdrift. Snowdrifts are not considered units and are impassable. They are considered targetable units for the Templar's Solar Flare class ability, and are considered cache chips for the Destruction Staff's Elemental Rage skill die.

Battle Map Setup:



BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: E16 *(pg. 51)*

C19 Blackreach Reaches Back

Undaunted

Your weapons fortified, you steel yourself for the return journey to The Grinning Horker. In the last few days, rumors have piled on thick, with reports of an ominous roar echoing out from deep within Blackreach. Perhaps the monsters you faced earlier were protecting this abominable secret until the time was right for it to be revealed? You hope you don't have to find out.

Quest Objective:

Travel to The Grinning Horker and initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After each time enemies are deployed, you may discard the top card from the established beacon stack to remove the lowest level enemy that was just deployed. Quest units cannot be removed in this way.

Depending on the town where you enchanted your weapons in Quest Step **B18**, adventurers gain the following modifier during their engage actions:

Jorunn's Stand: After you engage using a you have not already used this turn, heal for 1 HP.

Shor's Stone: Each skill die that deals damage to or enemies during an engage deals an additional 1 damage to those enemies.

Skald's Retreat: The first time a is overtaxed, turn it on its side, but do not discard it. It may be overtaxed a second time, after which it is discarded as normal. If it has not been overtaxed a second time at the end of the delve, restore it to its upright position and do not discard it.

After you have gained + 2 skyshards, deploy quest unit: **Corrupted Creature** to the closest unoccupied hex to the weakest adventurer. If you are playing on Apprentice difficulty, you must gain 1 fewer skyshard. If you are in Session 2, you must gain 1 additional skyshard.

Battle Objective - Eliminate Corrupted Creature

Rewards: 4

When completed, go to entry: E20 *(pg. 52)*

It's All In The Framing C28

Eyes of the Queen

Your evidence yields speedy results. Word has spread to Solitude that Braig the Bloody is likely the one responsible for Kjenarik's death, and at Raz's instruction, you swiftly volunteer to fulfill the newly-declared bounty on the Reachman's head. If Braig is eliminated before he can be questioned, there's a greater chance the frame job will hold up.

You do wonder, however, about some conversation you overheard while creeping through the late jarl's camp. To hear some of the lingering guards tell it, Kjenarik wasn't engaged in aiding the creatures of Blackreach at all. Rather, his sojourns below the surface of Skyrim were made to aid the denizens of Dusktown, the mining community situated within Blackreach just south of the dangerous Greymoor Keep. This information troubles you, and you resolve to share your findings with Raz – after you interrogate some local toughs about Braig's location, that is. Regardless of the jarl's true allegiance, there's no doubt the Reachman you're framing is a nasty piece of work.

Quest Objective:

Travel to an unstable landmark and successfully complete a clash or delve encounter (recommended by day 9). Adventurers may spend a collective tenacity to set the unstable die to the side of their choice instead of rolling it.

Rewards: 0

When completed, go to entry: D29 *(pg. 49)*

Charity of Champions C33

Circle of Champions

You spent a day assisting in Mor Khazgur's repairs and were graciously thanked by the Orcs. While you worked, however, you found something curious.

A much larger amount of ore and supplies has gone missing than the amount you were able to return to the Orcs. It seems someone has been using the chaos of the eroded mines to transport all manner of goods out of the area, unbeknownst to the residents and miners above. Among the goods taken is a large amount of stonemelt solution, a dangerous alchemical acid that was responsible for the initial disaster. You inform Urzikh, the chief of the Khazgur clan, and her face grows solemn.

"The stonemelt that led to the mining collapse was a modified version of a weapon used to destroy castle walls," she explains. "A rogue in possession of such a weapon could spell doom for many innocent people, especially if, as you say, they have some connection to Blackreach." She implores you to set out for the Blackreach lifts at once, hoping that you can learn the location of these goods traffickers and stop them before any more of Mor Khazgur's supplies can fall into the wrong hands.

Quest Objective:

Travel to the Entrance to Dusktown while it is under siege or to the Lift to Greymoor Keep and initiate the following clash using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

If you are occupying the Lift to Greymoor Keep, add ☊ to the base XP difficulty value before calculating EP.

Add level 10: **Hagraven** to the EP and deploy it first.

For each overfatigue in their cooldown track, adventurers may ignore 1 defense on all enemies. When an adventurer deals damage to an enemy while rolling Combat skill dice, if the enemy's defense stat is lower than the amount of overfatigue in their cooldown track, they may calculate the difference between the number of overfatigue in their cooldown track and the defense stat and increase the damage dealt by that amount.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

3+ players: Replace the Hagraven with level 20: **Vampire**.

Rewards: 2 ✵

When completed, go to entry: E34 *(pg. 54)*

IT'S ALL IN THE FRAMING

Eyes of the Queen

D29

You've sussed out the location of Braig's camp, but to your dismay, the news of his responsibility for the death of Kjenarik seems to have strengthened his position. The word is that in recent days, some outside benefactor has swelled Braig's ranks with all manner of unsavory new recruits from above and below Skyrim, as well as a fresh supply of captive Khajiit that he can transform into Briarhearts at will. You'll need to take him out soon before he becomes completely unmanageable.

Special Setup Instructions:

Set aside the following enemies depending on . If you are in Session 1, only set aside the first enemy listed for your party. These are the Khajiit Briarhearts.

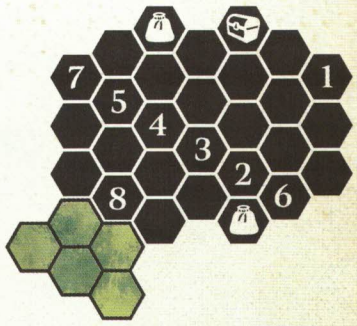
1 player: level 1: **Khajiit Bandit**, level 10: **Khajiit Cultist**

2 players: level 5: **Khajiit Marauder**, level 10: **Khajiit Cultist**

3 players: level 5: **Khajiit Marauder**, level 20: **Khajiit Cutthroat**

4 players: level 10: **Khajiit Cultist**, level 20: **Khajiit Cutthroat**

Battle Map Setup:



BATTLE OBJECTIVE: CONQUER

Quest Objective:

Travel to any conflict landmark and choose to initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Braig the Bloody** to the EP and deploy him first. At the end of Braig the Bloody's turn, if there are no Khajiit enemies on the battle map, deploy all Khajiit Briarhearts to the closest unoccupied hexes to Braig the Bloody.

When a Khajiit Briarheart is defeated or removed from the battle map, set it aside again.

Rewards: 2

When completed, go to entry: E30 *(pg. 53)*

E04 Roots And All

Mages Guild

It's going to take forever to rid yourself of the smell of Bloodthorn blooms. When you arrived at Greymoor Keep, you found it virtually overrun with Bloodthorn vines, each of them radiating dark energy that caused the seeds still in your possession to skitter and shake. When you started destroying the plants, however, the residents of the Keep began attacking you. Clearly, these plants were grown intentionally, and their cultivator still had plans for them.

Still, you manage to rid the Keep of the infestation and escape with your life. The Mages Guild later receives a letter from some Reachfolk leaders thanking you and Kharzug for your assistance – although they suggest you stay out of Markarth for the time being. Anjaela is still sore that someone stole some of her seeds.

In Session 1, choose 1 of the following options:

- If your glimpse of Reachfolk magic leaves you eager to check its power, select the Skyrim Dark Brotherhood Quest for Session 2.
- If your experience inspires you to help deal with more biology run amok, select the Morrowind Mages Guild Quest for Session 2.
- If you're tired of the cold, select the Elsweyr Outer Watch Quest for Session 2 (requires Elsweyr expansion).

In Session 2, it doesn't take long before a commotion stirs at Greymoor Keep once again. Despite your best efforts, it is clear you did not fully exterminate the villains there, and a powerful Wood Elf is said to be working with the remnants of Bloodthorn left behind. Given your recent experience in Blackreach, the guild requests that you return once more and finish the job. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Gain Ally: **Kharzug gra-Magul**

E08 The Heart Of The Matter

Thieves Guild

You manage to get away, bringing the stolen seed to the closest Outlaws Refuge for delivery. Zirik is not so lucky; as you made your exit, you saw him tackled to the ground by some of the remaining guards tasked with escorting the heart.

When you hand over the Briar Heart, you express your opinion that Zirik had some inside knowledge of the coming attack on the caravan and may have been working to hand over the seed to another, higher bidder. Your contact, a Nord named Hjolbel, dismisses your concerns, explaining that Zirik has a great track record as a trustworthy partner in crime. You're not so sure about that. After all, you're all in the Thieves Guild! How trustworthy can any of you be?

In Session 1, choose 1 of the following options:

- If this misadventure leaves you preferring more honest work, select the Skyrim Circle of Champions Quest for Session 2.
- If the Thieves Guild assigns you to spring Zirik from captivity, select the Black Marsh Thieves Guild Quest for Session 2.
- If your experience with the Briarheart leaves you hungry to study more magical phenomena, select the Hammerfell Psijic Order Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you initiate your own unsanctioned investigation into Zirik. Stealing his personal list of contacts and documents, you discover his correspondence with the Soldiers of the Void, a cult seemingly connected to the growing unrest within Blackreach. You resolve to venture underground and investigate Greymoor Keep, a vampire stronghold that appears to be connected with Soldiers of the Void dealings in the region. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Recover Reagent

A Thorny Predicament E12

Fighters Guild

You've never been so glad to not be a practicing member of the Mages Guild. Fending off sentient enemies is tough, but understandable. Watching your companions mix it up with magical, malevolent plants just makes you want to go home and take a long nap. Fortunately, your escort work was effective, and Greymoor Keep is now Bloodthorn-free.

During the fighting, you spotted Kharzug again, confirming Psyna's suspicions that the Orc had been sent to foil your plans somehow. This suggests a link between the Supernal Dreamers, the Bloodthorn, and the attacks on Skyrim from the denizens of Blackreach. You consider your next steps as you make the return journey to Solitude.

In Session 1, choose 1 of the following options:

- If you'd prefer an easier-to-understand target next time, select the Skyrim Eyes of the Queen Quest for Session 2.
- If your newfound knowledge of cultic involvement leads you to hunt for another rogue cultist, select the Hammerfell Fighters Guild Quest for Session 2 (requires Hammerfell expansion).
- If you look into Kharzug's province of origin and stumble into work as an assassin, select the High Rock Dark Brotherhood Quest for Session 2.

In Session 2, you are contacted by the Mages Guild shortly after your return to Solitude. It didn't take long for trouble to start in Greymoor Keep once again, and the mages sent to study what was left behind after your battle have been killed. It seems the group experimenting on the Bloodthorn is a weed as hard to uproot as Bloodthorn itself. The Mages Guild requests the Fighters Guild's assistance once again, so you put your R&R on hold as you prepare for another journey into the depths of Blackreach. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Disrupt Operation

The Day The Jarl Died E16

Dark Brotherhood

You emerge from what was to be your snowbound tomb, freezing but intact. After searching the bodies of those you slew, you found a letter bearing the name "Soldiers of the Void" and instructions to plant evidence on your corpse linking you back to the assassination you just completed. How strange. One person hires you to kill someone and direct attention for the crime somewhere else, and another person wishes to deflect the blame yet again. You don't like being a pawn in someone else's game, so you resolve to return to the nearest Dark Brotherhood Sanctuary and report on what you've seen. Still, these Soldiers aren't likely to underestimate you again. It's good to have a reputation.

In Session 1, choose 1 of the following options:

- If your daring escapade leads you to seek further thrills in Skyrim, select the Skyrim Undaunted Quest for Session 2.
- If the Dark Brotherhood presents you with another well-protected leader to slay, select the Valenwood Dark Brotherhood Quest for Session 2 (requires Valenwood expansion).
- If you decide your reputation could use a bit of softening after all that nasty business, select the Morrowind Mages Guild Quest for Session 2.

In Session 2, your report quickly yields results, as the Brotherhood does not take treachery kindly. Before long, your Sanctuary's speaker informs you that the Night Mother has determined that these so-called "Soldiers" are to be eliminated. Fortunately for you, the Soldiers of the Void have been making a lot of noise in Skyrim, all stemming from the massive underground caverns of Blackreach. They've overplayed their hand, and now it's time you played yours. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Gain Notoriety

E20 Blackreach Reaches Back

Undaunted

Several of your remaining beacons were destroyed in the underground battle, which means that the Undaunted will have to face the deepest depths of Blackreach with the same degree of difficulty as anyone else. Still, you manage to come away with a prize worthy of your guild: the heart of this strange creature that attacked you in the depths. The beast appeared to be augmented with a combination of Briarheart and vampiric magic. Strange, toxic-looking fungi grew around the edges of its mouth, and some parts of its skin had a mottled appearance that reminds you of stories you've heard about the so-called "Falmer" who have allegedly been spotted in recent raids around the province. Someone with evil intentions has been tinkering with a witches' brew of magic that can be found in Blackreach, and you managed to meddle with their plans while earning the favor of your guild. Not bad for a day's work!

In Session 1, choose 1 of the following options:

- If you further investigate the strange sights you saw in Blackreach, select the Skyrim Psijic Order Quest for Session 2.
- If you decide your next Undaunted contract will be of greater personal benefit, select the High Rock Undaunted Quest for Session 2.
- If your time in Blackreach leads you to test your skill against another impossibly dangerous stronghold, select the Black Marsh Thieves Guild Quest for Session 2.

In Session 2, you can't shake the feeling that more is at play in the caverns below Skyrim. While your guild is eager to turn you towards bigger endeavors, you feel compelled to return to Blackreach once again. After all, the raids from underground interlopers haven't stopped, despite your intervention. Returning to Blackreach to finish the job won't win you any more favor from the Undaunted, but it's bound to win you favor from the people of Skyrim, and being a hero is almost as good as treasure. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E22 There's No Ghosts Like Snow Ghosts

Outer Watch

"Great work," Bodean commends you. "Your efforts in the region not only got aid to people in need; they also served as a distraction while we could look further into what Deslandra is up to underground. The intelligence you intercepted from that last raiding party also sheds some light. Apparently, Deslandra is allying with the Falmer and all other manner of Blackreach inhabitants in exchange for their little-understood magic. What exactly she hopes to accomplish with such magic remains to be seen."

In Session 1, choose 1 of the following options:

- If you decide to continue helping Skyrim fight the misuse of its local magic, select the Skyrim Fighters Guild Quest for Session 2.
- If Bodean needs you in a more combat-focused role on your next mission, select the Cyrodiil Outer Watch Quest for Session 2.
- If your brief education on local magical phenomena leads you to try your hand at more of the same, select the Elsweyr Mages Guild Quest for Session 2 (requires Elsweyr expansion).

In Session 2, you tell Bodean that you are ready to bring the fight to Deslandra herself. Deslandra's growing alliance in Blackreach is a powerful one, and the longer it is left unchecked, the stronger it will be. Using the intelligence you gathered, you and Bodean are able to draft a plan of attack. If this alliance can be fractured here and now, Deslandra's plans will fall apart with it. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Intercept Intelligence

Study Under Siege E25

Psijic Order

Never underestimate the power of a motivated researcher. You managed to subdue and interrogate a vampire who has participated in many of the raids, and what you learned from her is worthy of a speedy report back to the Order's headquarters in Artaeum.

This vampire, a haughty former Nord named Ellina Torbeld, says that since you've caught her, she has no loyalty to "that woman" who's been coordinating the attacks.

"She's testing her serum," Ellina remarks. "Says she'll give Blackreach a piece of the realm in exchange, but I have my doubts."

You look at her, uncomprehending. She sighs.

"Vampirism may have come from Molag Bal long ago, but for most of us, it is not, strictly speaking, magical," Ellina explains. "The narrow-minded call it 'disease' and invent names for it. 'Porphyric Hemophilia.' 'Noxiphilic Sanguivoria.' I call it freedom from the petty concerns of the natural world, but whatever the name, it is a naturally occurring condition. That Wood Elf woman wishes to benefit from our powers without our thirst for blood – seems silly to me; that's all part of the fun. I suppose for the naive among us, these attacks are a show of our strength, but for her, they're a test tube writ large."

In Session 1, choose 1 of the following options:

- If another magical Skyrim anomaly requires your attention, select the Skyrim Mages Guild Quest for Session 2.
- If you wish to learn more from this captured vampire, select the Summerset Psijic Order Quest for Session 2 (requires Summerset expansion).
- If you wish to take the fight to "that Wood Elf woman" more directly, select the Cyrodiil Outer Watch Quest for Session 2.

In Session 2, you listen intently to Ellina and learn that this Wood Elf is not just a crazed cultist, but rather a calculating foe with big plans already set in motion. The Wood Elf, who Ellina informs you is called Deslandra, is looking to change the foundations of Nirn. While the Psijic Order views the forces of change as sacred, Deslandra's vision for the future is catastrophic – what the guild would call "oegnithir" of the highest order. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Block Operative

It's All In The Framing E30

Eyes of the Queen

Braig the Bloody has lived up to his name today. Now that you're through with him, the Reachman is bathed in his own ichor, and all remaining imprisoned Khajiit have been freed.

Later, you meet with Raz to share your suspicions that Jarl Fenreld Kjenarik may actually have been on the level. He nods, his mouth a grim, furry line.

"Someone may have set up our setup," he says. "Braig was found to be in the company of many people with connections to Blackreach, and it looks like he may have been the aboveground contact point for many of these attacks, not the jarl. Of course, no one knows of our involvement in this sordid affair – good work on that, by the way – but it is worth looking into who may have been supplying Braig with reinforcements. We find them, and maybe we find the source of all the recent nastiness that has been bubbling up from underground."

In Session 1, choose 1 of the following options:

- If your experience with Briarhearts earns you consideration for a sensitive job, select the Skyrim Thieves Guild Quest for Session 2.
- If Raz has more covert work for you to the west, select the High Rock Eyes of the Queen Quest for Session 2.
- If you'd prefer to spend some time on a less sordid (and hopefully more peaceful) mission, select the Valenwood Mages Guild Quest for Session 2 (requires Valenwood expansion).

In Session 2, you follow through with your investigations into Blackreach and Braig's connections there. Blackreach is known for its many dangers, but before now, those dangers have never been organized. Braig's involvement suggests coordination with the forces below, and it's vital that the leader of these groups is found and dispatched. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Eliminate Agent

E34 CHARITY OF CHAMPIONS

Circle of Champions

Thanks to some well-placed inquiries, you caught a lead on the thieves and managed to head them off before they could make their way into the heart of Blackreach. This time, you were shocked to see the pallid faces of vampires and Falmer, creatures of Blackreach, among their number. Clearly, the people behind this theft ring are in direct alliance with the foul soldiers who have been raiding the towns of Skyrim in recent weeks. You round up the survivors and begin the trek back to Solitude, where they can be questioned by the authorities.

You also collect the stonemelt solution, which has been stored in specially enchanted vats, and make arrangements to have it sent back to Mor Khazgur, along with a letter to Urzikh suggesting that the substance be destroyed. The solution had been carefully parceled out by the bandits, perhaps to be used later for some sort of demonstration. You also found some dutifully-scrawled notes explaining how to test the solution on various surfaces and suggesting reagents that could be combined with it to increase its potency. You shudder to think what might have been done with the formula if you hadn't tracked it down.

In Session 1, choose 1 of the following options:

- If your time doing good earns you the notice of another do-gooder, select the Skyrim Outer Watch Quest for Session 2.
- If your next job with the Circle involves something less charitable and more proprietary, select the Cyrodiil Circle of Champions Quest for Session 2.
- If you're tired of this line of work and really want to get your hands dirty, select the Valenwood Dark Brotherhood Quest for Session 2 (requires Valenwood expansion).

In Session 2, you find documents on the dead thieves marked with the sigil of a group called the Soldiers of the Void. The documents inform the thieves that time is of the essence, and soon all of the group's plans will reach fruition. After ensuring that the stonemelt solution is in safe hands, you decide to plunge deeper into Blackreach. You've managed to stop one operation, but if these Soldiers remain unchallenged, Skyrim and its people will live under the constant threat of danger. Proceed to the Skyrim endgame quest for Session 3.

Gain Keyword: Destroy Equipment

Greymoor Keep

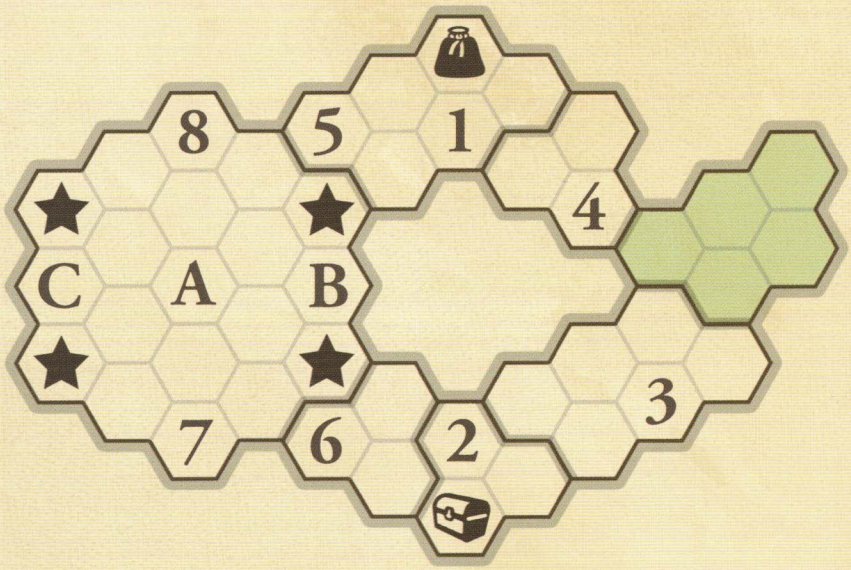
DUNGEON

Tiles Needed:

Entrance Tile
3-hex tiles x3
6-hex tiles x2
19-hex tile x1

Rules:

Before deploying any other units, deploy level 20: **Vampire** to Hex A. Place stacks of ☊ HP on ★ hexes of the party's choice equal to ☊. These are Blood Nexuses and may be targeted and damaged like enemies. While Blood Nexuses are active, the Vampire cannot lose HP, be defeated, or otherwise be removed from play.



Endgame
Blood Magic

Day 1

Skyrim is a land constantly beset by turmoil, but too much of it lately has pointed back to Blackreach for it to be a coincidence. Whether it's vampiric and Falmer offensives, Reachfolk magic, or the smuggling of goods below the surface, these incidents are united by the sieges on Skyrim towns, and you've learned these attacks originate from the massive subterranean castle known as Greymoor Keep. Based on your investigations, you'd guess the Wood Elf known as Deslandra is behind these offensives, but why remains an open question.

To find out, first you'll have to find the Keep's real base of operations. The castle is notorious for its labyrinthine array of hidden passageways and back rooms. Judging by the movements of these vampiric guards, you suspect they're patrolling a secret entrance to the nerve center of this operation. Perhaps there's a hidden switch?

Encounter Setup:

Set up the Greymoor Keep dungeon using the end of session difficulty EP. Add level 20: **Briarheart** to the EP and deploy it first. Set aside 1 unused 7-hex delve tile, along with quest units: **Pale Fingers**, **Vampiric Deslandra**, **Braig the Bloody**, and **Corrupted Creature**.

Set the XP Dial to the following number depending on your difficulty level (this is used for quest-tracking purposes):

Apprentice: ☊ **Adept:** ☊ + 3 **Expert:** ☊ + 6

Encounter Rules:

Initiate the Greymoor Keep dungeon.

After level 20: **Vampire** is defeated, place ⛁ caches in Hex 7 and Hex 8. For either of these hexes, if it already has a cache, place the new cache in the closest hex without a cache. Then, you may choose to set the Round Counter to ☊.

At the end of a round, if the Vampire is not in play, redeploy ☊ Blood Nexuses with ☊ HP to ★ hexes (if there are not enough unoccupied ★ hexes, defeat units of your choice on ★ hexes until there are, and add the defeated units' HP to the Blood Nexus that is deployed to its respective hex). Then, deploy the Vampire to Hex A, or to the closest unoccupied hex if Hex A is occupied. Finally, deploy an enemy of the following level, based on your difficulty level, to the closest unoccupied hex to each Blood Nexus.

Apprentice: None **Adept:** Level 1 **Expert:** Level 5

When an adventurer gains light fatigue from a lockpick check, they must also increase the XP Dial by 1 for each light fatigue gained. The higher this dial is, the more penalized you will be in the next quest step. When a cache is successfully unlocked, set the cache chip aside. After ☊ + 1 cache chips have been set aside, deploy Pale Fingers to Hex B, defeating any unit occupying that hex, and place the set-aside 7-hex delve tile in the open space to the right of the 19-hex tile. This is the secret room. For the purposes of movement, range, and sight, the secret room is only considered to be adjacent to the 19-hex tile.

This encounter is successful at the end of a round in which all undefeated adventurers are occupying the secret room and Pale Fingers is not in play. All companions not occupying the secret tile at the end of the encounter are defeated.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ✶ **When completed, go to day 2**

Available Keywords

Block Operative

Your work to foil Deslandra's minions has thinned her army of vampires.

When level 20: **Vampire** is deployed, it is deployed with only ☊ + 1 HP.

Available Keywords

Destroy Equipment

Deslandra has been deprived of the stonemeld solution used to protect her passageways.

During lockpick checks, adventurers do not gain light fatigue when adjusting lockpick dice (but still must adjust the XP Dial).

Eliminate Agent

Thanks to the elimination of a key agent, Deslandra has been forced to spread her troops thin.

Before deploying enemies, reduce the calculated EP by 10.

Gain Ally

You have gained the trust of a friend to help in your time of need.

The quest unit associated with your keyword becomes a companion controlled by the party.

Gain Notoriety

Your prowess in battle has struck fear into the hearts of those who guard Greymoor Keep.

After each non-quest enemy is deployed, it gains a Fear status die. If you also have keyword: **Speak for the Trees**, non-quest enemies gain a Fear status die after they deploy as well.

Obtain Artifact

Your artifact provides you a magical advantage within the castle walls.

Do not place Blood Nexuses during setup (they are still deployed at the end of a round in which level 20: **Vampire** is not in play). When the Vampire triggers enemy skill: **Siphon**, it only takes HP chips from enemies.

Recover Reagent

Deslandra's attempts to augment a Briarheart have been thwarted.

Replace level 20: **Briarheart** with level 10: **Reachman**.

Ruin Experiment

Despite her best efforts, thanks to you, Deslandra was not able to conduct extensive animal testing of her solution, and her underlings have suffered the consequences.

After an enemy loses HP due to enemy skill: **Siphon,** they are dealt 1 true damage.

Minor Keyword - Dark Blessing

As you fight for the safety of Skyrim, you feel the favor of Malacath fall over you like a shadow.

At the start of the encounter, select 1 of the following effects:

Brutal Bands: At the start of day 1, search the Deck and gain the first 4 , distributing them among adventurers as you choose. Then, shuffle the deck.
Savior's Hide: At the start of day 1 and day 3, each adventurer gains 2 bonus HP.
Vengeful Eye: For the rest of the quest, after an adventurer defeats a non-quest enemy, they gain 1 tenacity.

Minor Keyword - Assassin's Wrath

You should have known the Dark Brotherhood's grudge would extend even to the depths of Blackreach. It seems an ambitious Argonian has temporarily allied herself with these vampires in order to enact the Wrath of Sithis.

During setup, add quest unit: **Shadowscale Akisha** to the EP and deploy her to Hex B. She gains quest unit skill: **Cornered.**

Endgame
Blood Magic

Day 2

You had to stake a few vampires to do it, but you located a secret room and what you suspect is the entrance that leads to whatever Deslandra is hiding. As you survey your surroundings, you realize you've stumbled upon a makeshift laboratory.

In one corner, you see a table with a muddy-looking solution bubbling behind thick glass. Judging by the charred remains of several objects nearby, it appears to be a potent acid of some kind, likely to be used in a trap up ahead.

In another corner, you see a much thinner, redder solution. This work station features dried blood, clippings of various Skyrim plants, and what you suspect is a Briar Heart seed. With a start, you realize Deslandra's plan: she's attempting to combine the natural anomalies found around Skyrim into a stable formula. Judging by the glass tubes leading out of this room, the serum is ready to be administered to a variety of creatures currently living here.

You hear a pounding at the door you sealed off on your way in. You can't stay here long, but you feel like a bit of sabotage is in order.

Encounter Rules:

Each adventurer may select 1 of the following options (multiple adventurers may select the same option):

Ransack the lab: Draw 4 and 2 . Burglar (VW) and Thief (EL) adventurers may draw 2 additional . Distribute these items among adventurers as you choose.

Drink the serum: Gain up to 5 light fatigue. Heal for 2 HP for each light fatigue gained. Any HP that exceeds your Health stat is gained as bonus HP.

Tamper with the serum: During day 3, when you are engaged by quest unit: **Vampiric Deslandra**, all damage she deals to you is also dealt to the enemy closest to her.

Destroy the solution: You may reduce the XP Dial by up to 5 before resolving the below penalty.

After each adventurer has selected 1 of the options, set aside the **Icy Buildup** delve card. For every 5 points on the XP Dial, add 1 Frostbite Chip to Icy Buildup. Do not reset this card when advancing to day 3.

Rewards: 1 **When completed, go to day 3**

Available Keywords

Disrupt Operation

The disruption of Deslandra's work has left her facilities in a vulnerable state, with even the most valuable equipment right in plain view.

Each adventurer who selects the ransack the lab option may draw 2 additional .

Intercept Intelligence

Thanks to your espionage efforts, you have prior knowledge of the layout of this room.

Each adventurer may select 2 different options.

Obtain Artifact

The artifact you acquired helps to stave off the chill permeating the dungeon's icy halls.

At the start of this day, reduce the XP Dial by up to 5.

Minor Keyword - Underworld Disarray

Due to your disruption of the otherwise well-organized underworld, Deslandra has needed to rely on eager greenhorns to fill in the gaps in her security. Before you stands one such individual, shocked by your arrival and eager to flee rather than fight. If he runs, you can make use of his gear, but if you have a silver tongue, you might be able to convince him to fight for you instead.

Make a social check (x 3). If a Knight adventurer is in the party, reduce the social check difficulty by 2. If successful, draw a level 5 Marauder enemy from the enemy bag. It becomes a companion controlled by the party. If unsuccessful, 1 adventurer may draw 1 .

Endgame
Blood Magic

Day 3

You dart out into a dark passageway as the other door creaks and cracks behind you. You smell the stench of acid in the air; no doubt this passage is booby trapped to fend off unwanted intruders.

Though you can't see her yet, you can hear Deslandra's voice in fractured echoes through these pitch-black halls, intermingled with the skitters and cries of who knows what.

"Incubated by the Bloodthorn, the solution... vampirism is a natural phenomenon... remove the side effects... allowing us to shepherd Tamriel... after Aetherius and Oblivion are sundered..."

You can only catch snatches, but you get the idea. Deslandra is about to conduct a high-stakes science experiment on herself, and if her hunch is correct, she could be virtually unstoppable if her plans aren't thwarted right now.

Encounter Setup

Set up the Greymoor Keep dungeon without placing any chips. Then, remove all tiles except the 19-hex tile and the entrance tile. These 2 tiles must remain stationary, as adventurers will be revealing tiles in an attempt to connect them.

After setting up the tiles, deploy quest unit: **Vampiric Deslandra** to Hex A and set up the Blood Nexuses as normal. Place a cache in each hex adjacent to Vampiric Deslandra. Place 1 HP chip under 4 - caches. Then, deploy level 20 enemies to Hexes B, C, 7, and 8 (in that order).

Place level 20: **Vampire** as well as quest units: **Braig the Bloody** and **Corrupted Creature** in a stack in that order from top to bottom. Lastly, calculate an EP using the end of session difficulty EP. Instead of deploying enemies based on EP, place the enemies you would deploy on the bottom of the stack of enemies you created, in the order they would have been deployed.

Encounter Rules:

Initiate the following delve. Adventurers deploy to the entrance tile as normal, and the dungeon rules for Greymoor Keep are still in effect.

When a delve tile is revealed, do not deploy enemies from the enemy bag. Instead, deploy enemies from the top of the set-aside stack, following the delve card's challenge scale for number of enemies but ignoring the card's listed enemy level. Once the set-aside stack is depleted, deploy enemies as normal when new delve tiles are revealed. If a delve tile has already been revealed this round, roll 1 D6 each time an additional tile is revealed. If the rolled result is or lower, add 1 Frostbite chip to **Icy Buildup**.

After each time a skyshard is gained, you may choose to either remove 1 chip from Icy Buildup, defeat 1 Blood Nexus, or reduce the Round Counter by 1. Then, deploy the top enemy from the set-aside stack to an unoccupied hex on the entrance tile, if possible.

The caches adjacent to Vampiric Deslandra are Bloodthorns and cannot be lockpicked. While Vampiric Deslandra is undefeated, hexes with Bloodthorns are impassable and are not considered caches for any game effects. They cannot be targeted and cannot lose HP except through Vampiric Deslandra's enemy skill: **Siphon** as described below.

Vampiric Deslandra does not move if she is adjacent to any Bloodthorns. When she triggers Siphon, she also takes 1 HP chip from a single Bloodthorn, if possible. If no Bloodthorns have HP chips under them, she instead places the Bloodthorn chip itself under her chip (above her HP). When Vampiric Deslandra would take any amount of damage, including true damage, if she has a Bloodthorn chip in her stack, she instead removes and discards 1 Bloodthorn from her stack to prevent all of that damage.

After Vampiric Deslandra is defeated, each adventurer may heal to full HP and all enemies are dealt 2 true damage.

Battle Objective - Conquer

When completed, go to the Epilogue

Available Keywords

Block Operative

Do not place Blood Nexuses, and flip level 20: **Vampire** to level 10: **Hagraven**.

Destroy Equipment

After Vampiric Deslandra is defeated, all enemies gain a Bane status die, including quest enemies.

Disrupt Operation

Before adding HP to caches, remove 4 caches from the battle map. When Vampiric Deslandra gains a Bloodthorn chip through enemy skill: **Siphon**, she gains a Maim status die. When the last Bloodthorn chip is removed from her stack, she removes this status die.

Eliminate Agent

Replace quest unit: **Braig the Bloody** with a random level 1 enemy.

Gain Ally

Before adding HP to caches, remove 1 cache from the battle map.

Gain Notoriety

After each non-quest enemy is deployed, it gains a Fear status die. If you also have keyword: **Speak for the Trees**, non-quest enemies gain a Fear status die after they deploy as well.

Intercept Intelligence

Adventurers may move into hexes with Bloodthorns and interact with them as if they are normal caches. If a lockpick check on a Bloodthorn is unsuccessful, it is not removed. If it is successful, the Bloodthorn's HP is discarded.

Obtain Artifact

When level 20: **Vampire** would use enemy skill: **Siphon**, it only takes HP chips from enemies.

Recover Reagent

Before adding HP to caches, remove 2 caches from the battle map.

Ruin Experiment

Replace quest unit: **Corrupted Creature** with level 1: **Skeever Pup**.

Minor Keyword - Adornment

Even in the darkest of Blackreach's halls, your loyal fan rallies to your aid. As underdressed and under-equipped as he is, however, you do ponder how this fellow might actually be useful.

Select an unused adventurer chip and give it 5 HP. This is the fan. The fan is a companion controlled by the party. On their turn, they may move up to 2 hexes. Their range, Combat, and defense stats are all 0, and they cannot take engage actions. They have no maximum HP. When any party member would lose HP due to enemy skill: **Siphon**, you may remove it from the fan instead.

Endgame
Blood Magic

Epilogue

You beat a hasty retreat from Greymoor Keep when your grim work is done. You pause only to light a few fires to burn up the remaining Bloodthorns, blood vials, and vampiric corpses you see on the way out. Whatever bloodsucker moves into this accursed place next can sort out the mess you've left behind.

Safely back on the surface, you mull the rationale of Deslandra's plan. True to her stated hatred of magic, she attempted to use science to grant her supernatural abilities. Is the affliction of vampirism really best understood as medical? Would vampires still remain in a world separated from magic? You can't help but be curious, but ultimately, you're glad you'll never have to find out.